

Total 64

100%
UNOFFICIAL



Is this the N64 bloodfest of the year? Find out in our Full review!

Blast Corps

It's Big, it's Yellow, and it's tougher than a Tonka! Full Review inside!

win! FIFA 64

Full Review, Players Guide **plus** win 10 copies of the game and EA Sports merchandise!



Turok Complete Solution!

win! Turok game and goodies up for grabs!



Plus!

REVIEWS

■ Blast Corps ■ Doom 64
■ Human Grand Prix ■ FIFA 64 ■ Doraemon

FIRST LOOKS

■ Starfox ■ Ganbare Goemon 5

64 TIPS

■ Turok: Dinosaur Hunter ■ FIFA 64

FEATURES

■ N64 Accessories Lowdown ■ SNES v N64

Volume One • Issue Three

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03

PlayStation Solutions

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The ultimate magazine for hardcore gamers brings you the first solution to Blood Omen: Legacy of Kain featuring all you need to know to becoming a bloodsucking master. Dark Forces also receives the Solutions treatment with a full star destroying guide complete with maps. Everything you need to know about how to take your Monster Truck to the max is revealed including exclusive cheats, and this is only the tip of the iceberg. No other magazine can provide so much essential information to the real games player!

£3.95

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Welcome to the Dawn of a New Editor!

After the successful launch of this, Britain's brightest new N64 magazine, Launch Editor - Chris Marke has handed over the reigns to PlayStation Solutions veteran - **Justin Calvert**. We have seen the future, and it's much more fun with 64 bits...

What a great couple of weeks I've had, becoming Editor of my favourite magazine and watching Bolton Wanderers qualify for the Premiership next season! Does life get any better than this?

Well yes, it does actually, at least it does if you're an N64 owner, because some of the games we've taken a look at this issue will quite literally have you glued to your console when they're released over here.

We're the first UK magazine to review the complete version of *Doom 64*, albeit an American copy. As you'll find out in our review, completing this magazine on time has been no mean feat since the cartridge arrived in the office. Lucky for us there isn't a link up mode or you wouldn't have been able to get your hands on the mag for at least another week!

For those of you who have realised that dinosaurs aren't all as easy to beat as those in Jurassic Park, we've also got a complete players guide to *Turok: Dinosaur Hunter*, along with a competition for those of you who haven't managed to get your mitts on a copy yet. That's all well and good, but with the response our competitions have been getting, one competition just isn't enough! So we've got three, offering you the chance to win everything from games of your choice to the very latest 'Mini Boy 55' key-ring games from Japan. Every month you'll have the chance to win a bundle of peripherals too, courtesy of our new letters page sponsors 'Fire Interactive', so get writing people!

With four more reviews of all the latest N64 games to hit the streets (of Tokyo and New York), the volume you hold in your hands truly is a look at the future of videogaming! Enjoy...



reviews

total 64



16

Doom 64

It's the game on everyone's lips and we've had more than a mouthful!

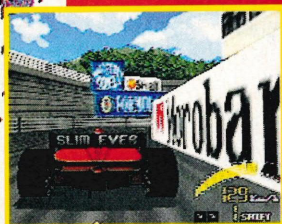
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Blast Corps

One of the less hyped games to appear on the N64, but it's a real Blast!



26



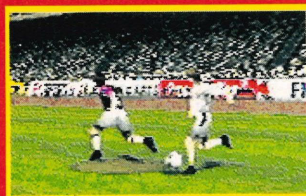
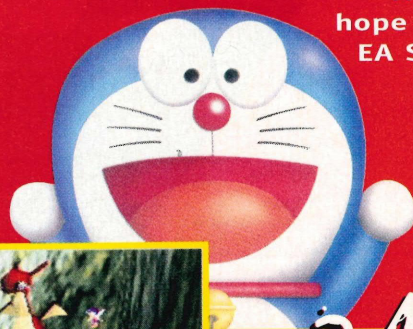
Human Grand Prix

This latest racer from Japan looks just like the real thing, but how does it play?

30

FIFA 64

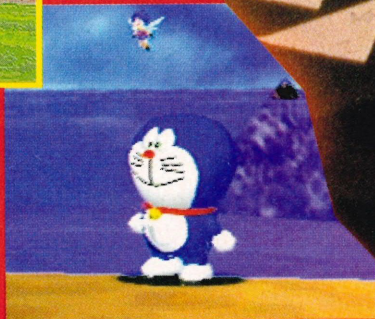
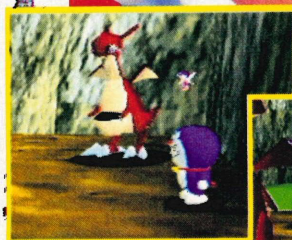
The first of what we hope will be a long list of EA Sports titles, Footie!



34

Doraemon

It looks like Mario 64 but can the cat compete with the plumber?



VOLUME ONE

ISSUE THREE

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First Looks!

1-2 StarFox 64

Fox McCloud is back!

And this time he's looking a lot less linear and a lot more 3-Dimensional!

14 Ganbare Goemon 5

The Mystical Ninja on his way to the N64.

Wonder Project J2

Foster parent simulation, Mmm... not sure.



Win!

10 COPIES OF **FIFA 64**
PLUS **TUROK** GAME
AND GOODIES UP
FOR GRABS!

tips

48

Turok: Complete Solution

If you're having trouble with your Triceratops or problems with your poachers, we're here to help!

7:0

FIFA 64

The N64's first footie game is no 3rd division match — tips on filling your trophy cabinet.



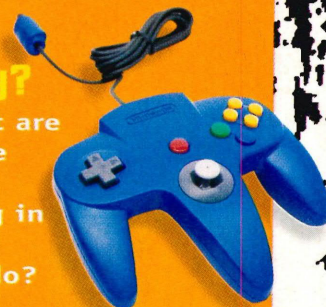
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To Buy or Not to Buy?

40

So what are all these accessories

you keep seeing in the shops? And what can they do?



New Name! Same Game?

85

How do the new N64 games compare with their 16-bit SNES counterparts? Justin Calvert investigates.

regulars

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Total 64 NEWS

Lowdown!

UK Release Dates

Here are the latest release dates for the N64, for 1997 in the UK.



April

- TBA Cruis'n USA
Nintendo
- TBA Mortal Kombat Trilogy
GT Interactive
- 25 Wave Race 64
Nintendo

May

- TBA Killer Instinct Gold
Nintendo
- TBA Mario Kart 64
Nintendo

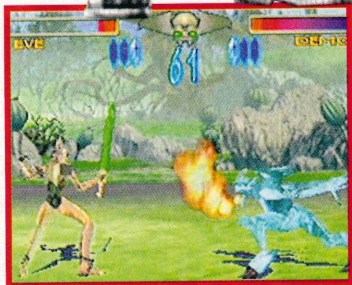
June

- TBA International Superstar Soccer 64
Konami
- TBA NBA Hangtime
Nintendo
- TBA Wayne Gretzky's 3D Hockey
Nintendo



July

- TBA Blast Corps
Nintendo
- TBA Clay Fighter 63 1/3
Interplay
- TBA Starfox 64
Nintendo




Dark Rift



Kronos Digital Entertainment are currently working on a 3D tournament fighting game called *Dark Rift* which, as you can see from our screenshots, appears to be coming on very nicely.

Kronos started out as a computer graphics studio, with credits on such classics as *Batman Returns* and *Lawnmower Man*. So it's hardly surprising then, that the team behind *Dark Rift* are taking great

care to produce a game that looks and sounds as good as it will hopefully play.

With a frame rate of 60 frames per second, it should certainly look smooth and with eight different fighters to choose from it should hold its own against the beat-'em-up competition. Let's just hope that it has something new to offer when it's released later this year. 

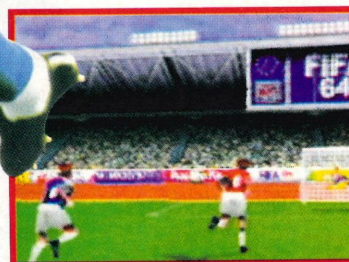
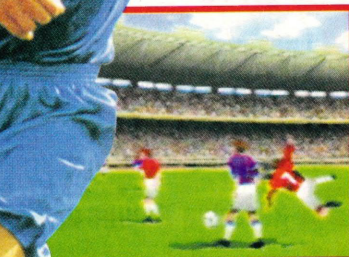
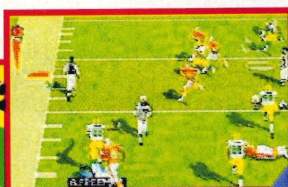
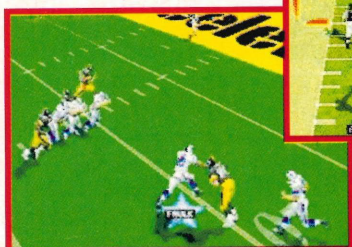
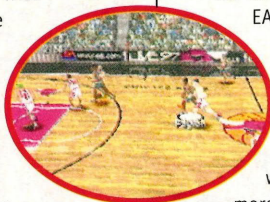
BE A Sport!

After finally admitting that they need to improve the third party support for the N64, Nintendo have announced a deal with Electronic Arts, who are the biggest third party games publisher in the world. This deal will no doubt see some of EA's successful sports titles appearing on our favourite console — although no definite titles have been announced as yet.

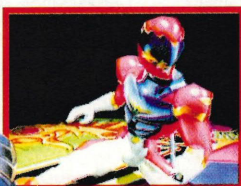
As the most recognised publisher of sports software in the world, Electronic Arts' multi-million

dollar selling series includes such classics as *John Madden*, *NBA Live*, *PGA Tour* and *FIFA Soccer*.

EA have tested the water with *FIFA 64*, launched last month, but it's unlikely that we'll see any more of these potential EA releases before spring '98. We'll keep you posted. 

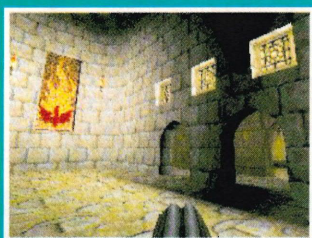
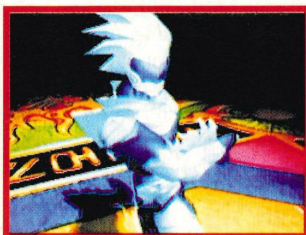


Heroic Duo



The only fighting games available on the N64 to date have been conversions of ageing 2D 'classics', so it's good to hear that Hudson Soft are currently working on a 3D beat-'em-up called

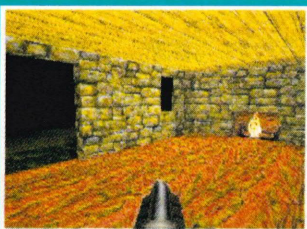
Dual Heroes, which we originally took a quick look at back in issue 1. The game is apparently on schedule for a release towards the end of the year, although there are still only two characters in place. Let's hope there are plenty more to play with by the time it's released — and that they don't all look like Power Rangers! **GB**



The Quake of '64

The N64 port of this PC classic is apparently coming on very nicely, although fitting a game this huge onto a cartridge is causing some problems. The maps used will now most likely include a combination of those from the original and the level pack, along with a few brand new levels, which should be some of the best ever seen.

The programmers are having to employ lots of space saving measures to get the game running on a cartridge but when it's finally finished, it should run at at least 30 frames per second and include neat touches such as transparent water and realistic lighting. **GB**



Lara Croft -6400?



Well she certainly looks to be in some of the artwork we've got in the office!

Eidos Interactive are keeping their lips firmly sealed at the moment about any potential N64 releases, saying only that they have five titles in development, two of which they hope to release in early 1998.

Apparently at least one of the five titles will be an extension of an existing license, although when asked specifically about plans for an N64 version of their most successful title to date, *Tomb Raider*, the firm's chairman, Ian Livingstone, offered no comment. **GB**



Second Quarter

TBA Doom 64
GT Interactive
TBA Hexen 64
GT Interactive
TBA War Gods
GT Interactive

Third Quarter

TBA Joust X
GT Interactive
TBA Human Grand Prix
Ubi Soft
TBA Mystical Ninja 64
Konami
Robotron X
GT Interactive

Fourth Quarter

TBA Blade and Barrel
GT Interactive

US Release Dates

Here are the latest release dates for the N64 for 1997 in America.

April

23 Lamborghini 64
Titus

May

10 Dark Rift
Vic Tokai

June

TBA Clay Fighter 63 1/3
Interplay
TBA Hexen 64
GT Interactive
TBA Robotron X
Midway
15 War Gods
Midway
23 Star Fox 64
Nintendo
23 Force Pak Accessory
Nintendo

August

TBA Goldeneye
Nintendo

Second Quarter

TBA Mission Impossible
Ocean
TBA MLB Featuring Ken Griffey Jr.
Nintendo
TBA Perfect Striker
Konami
TBA Ultra Combat
GT Interactive
TBA Duke Nukem 3D
GT Interactive
TBA Robotech: Crystal Dreams
Gameltek
TBA WCW Wrestling
THQ

64

lowdown!

US releases continued...

October

- TBA San Francisco Rush
Midway
- TBA Top Gear Rally
Kemco

November

- TBA Quake 64
Midway
- TBA MK Mythologies:
Sub Zero
Midway
- TBA Dream
Nintendo/Rare

Japanese Release Dates

Here are the latest release dates for the N64 for 1997 in Japan.

April

- TBA Ikazuchi No Gotoku
Seta
- 27 Star Fox 64
Nintendo

First Quarter

- TBA Hexen 64
Gamebank
- TBA Mahjong 64
Koei
- TBA Mission Impossible
Victor Interactive
Software
- TBA Pro Mahjong
Athena
- TBA Yuke! Yuke!
Troublemakers
Enix

May

- TBA Blade and Barrel
Kemco
- TBA Mahjong
Imagineer
- TBA Morita Shogi 64
Seta
- TBA Sonic Wings
Assault
Video System
- 30 Wild Choppers
Seta

June

- TBA Multi Racing
Championship
Imagineer

July

- TBA Rev Limit
Seta

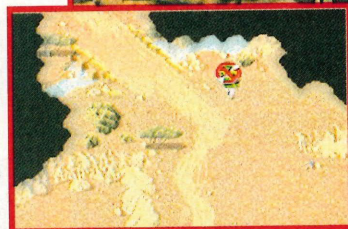
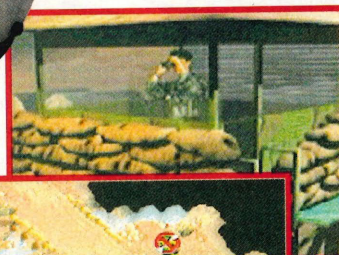
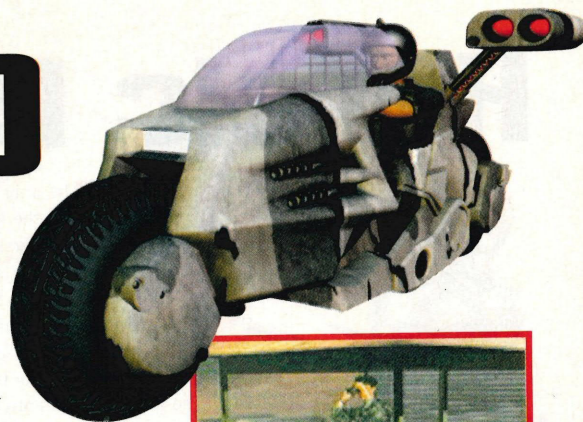
C&C 3D



Westwood Studios, who are responsible for making the superb *Command & Conquer* series of games, are said to be working on a new title called *C&C 3D*. For anyone not familiar with the

series, *Command & Conquer* puts you in charge in one of two warring factions — the Brotherhood of NOD who are a terrorist organisation, or the GDI who are the army sent in to stop the terrorists. The game requires quite a lot of thought to succeed but has an extremely user friendly control system, which means that anyone can give it a go.

The new game will arrive on the PC first, with an N64 version to follow shortly after... hopefully. (E)



Bomberman Reaches 64!

...and he still doesn't look a day older than when he first appeared on the SNES. So will this be just another tarted up SNES game, where the graphics are prettier and the name has '64' on the end? Well, judging by what we've seen, no it most certainly will not be! For example, the claustrophobic

mazes of the past have been replaced by game environments that wouldn't look out of place in *Mario 64*. How much this will add to the already addictive gameplay we don't know, but rest assured that this game will be just as special as the original! We'll bring you more news as soon as we get it. (E)

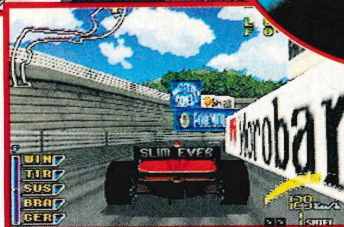
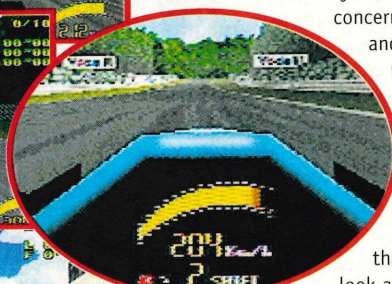
F1 Pole Position



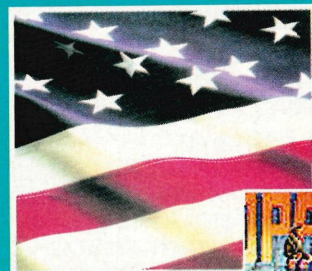
Human Grand Prix, which we've reviewed this issue, will be called *F1 Pole Position* when it's released in the West in September. According to UbiSoft, there'll be a lot more changing than just the name though. As well as the many usual changes

concerning adverts and billboards within a game of this type, UbiSoft have also been quoted as saying that, "It will look and play

substantially better than it does now." Which, considering the score we've awarded the Japanese version this issue, should mean that we're in for a bit of a treat when it eventually reaches the UK. (E)



N64 Jeopardy?



Gametek, who were responsible for the SNES versions of *Jeopardy!* and *Wheel of Fortune*, are apparently working on N64 versions of these gameshows, to be released in the US in December.

These 'fun for all the family' releases should do well in America, where everybody has heard of them and knows the rules, but it's doubtful that they'll ever find their way to the UK. Let's hope not anyway! (E)



UltraPlay

Electronically Tested

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Nintendo Ultra 64 (US) £225.00 inc. Stepdown/Scart/Internal Conversion (NTSC machine and kit £215), Hard Pucker Cases £27.99, Adaptor to run Jap games on US and vice versa Adaptor to play UK games on US machines or vice versa £25 Nintendo Memory £19, 1 meg memory (4x) £23, Nint Pads all colours £35, Clear Pads £35 (A/F Slow Mo), Turok Hint Books £10
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US Games:
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Mario Kart £69
Wave Race £69
Killer Instinct £69
Cruisin USA £45
NBA Hangtime £69
Wayne Gretsky £69
Blast Corps £69
Mario £59
Pilot Wings £64
Doom 64 £69

UK Games:
Turok £58.99
FIFA £57.99
Mario £54.99
Pilot Wings £64

Jap Games:
Mario Kart £60
Doraemon £79
St. Andrews Golf £75
Human Grand Prix £87

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Nintendo Ultra 64, PlayStation, CD-ROM, Games Workshop, Collectable cards. soon- StarTrek/Starwars Memorabilia and collectables.

UltraPlay

Electronically Tested

Games Giveaway!

Those smashing blokes at UltraPlay have gone mad! They're giving away their games for nothing — or at least they are if you're lucky enough to win their competition.

1] What did Nintendo First become Famous For selling?

- a) Sausages b) Playing cards c) Calculators

2] If you hit a PlayStation with a large blunt implement, how many bits (in computing terms) will it break into?

- a) 3.141592654 b) 3 c) 32

3] How many driving characters can you choose From in Mario Kart 64?

- a) 5 b) 8 c) 12

To stand a chance of winning, all you need to do is answer the following questions and then send your answers to:

'Totally 64 Competition'
UltraPlay
4a Graham Road
Great Malvern
Worcestershire
WR14 2HN
England

Prizes:

1st: Choose any 3 games

From the advert above in red

2nd: Choose any 2 games

From the advert above in red

3rd: Choose any game

From the advert above in red

Entry Coupon

Name: _____ Age: _____

Address: _____

Postcode: _____

Answers: 1. _____ Choice of Games 1. _____

2. _____ (in order of preference): 2. _____

3. _____ 3. _____

Nationality of Machine: UK / US / Jap _____

(A universal adaptor will be supplied to winners whose choice of games aren't compatible with their machine).

Japanese June Releases continued...

Summer '97

- TBA 3D Fighting
Imagineer
- TBA J-League II Beat 97
Hudson Soft
- TBA Top Gear Rally
Kemco

Second Quarter

- TBA 3D Fighting
Imagineer
- TBA Reason
Imagineer
- TBA Sim City 2000
Imagineer
- TBA Yoshi Island 64
Nintendo

September

- TBA Aero Guage
ASCII

Fall '97

- TBA J-League Dynamite
Soccer
Imagineer

November

- TBA Chameleon Twist
Japan System Supply

December

- TBA Hyper Olympic in
Nagano
Konami



Mini Boy

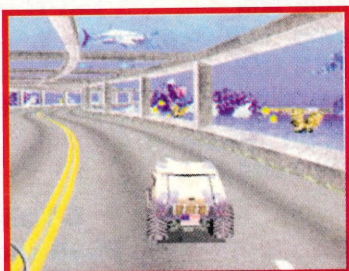


If you thought the Pocket Game Boy released last year was small, just wait 'til you see the Mini Boy 55, which should be arriving in the UK any day now. The keychain, which is distributed by Fire International (01302 750698), has 4 different games on it each with several different difficulty settings. *Tetris*, *Snake*, *Galaxia* and *Battle Driver* are all included on the Mini Boy, which has been selling 2 million units a month in Japan.

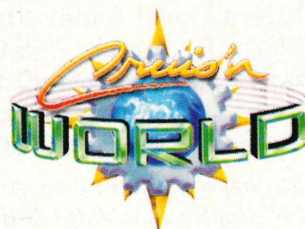
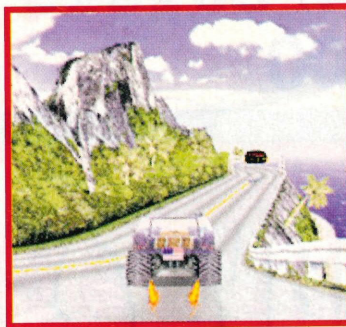
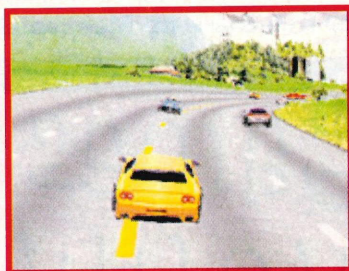
Available in several different colours, it should retail at for about £7-10 in the UK but if you turn to page 19 you'll have the chance to win one of 10

Japanese Mini Boys, courtesy of Fire International, who are also the new sponsors of our letters page.

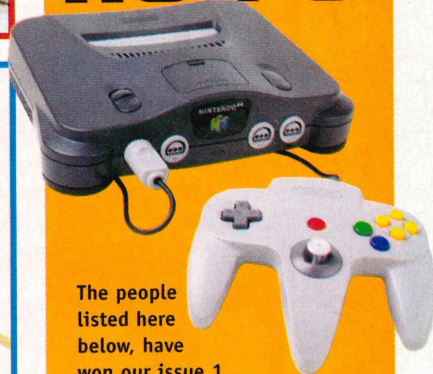
World Cruise



As the sequel to *Cruis'n USA*, the forthcoming *Cruis'n World* is going to have its work cut out in the market place. These early shots certainly appear to be an improvement over the original but we'll reserve judgement 'til we've actually played it. Look out for a full preview soon!



FREE N64's



The people listed here below, have won our issue 1 competition where we put 10 consoles up for grabs.

The lucky winners are:

- Jane Theaker [Sheffield]
- Craig Garlick [W. Midlands]
- Melanie Snell [Truro]
- Ben Barrow [N. Wales]
- Steven Scott [Aberdeen]
- Nick Medworth [London]
- Paul Heavens [Staffs.]
- James Scott [Bristol]
- Robert Steer [Bournemouth]
- Daniel Smith [Manchester]

Your brand new Nintendo 64 should be on it's way now!

bits

Duke 64!

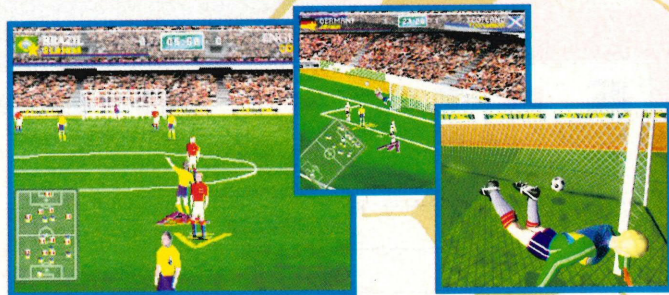
Apogee are hard at work producing a *Duke Nukem* game for the N64. The game should be ready for release at the end of the year, although it's thought that this latest incarnation may differ from the PC version, in that it will be more adventure based. The strippers from the PC version might not be able to make it past Nintendo's office but this will be more than compensated for, by the inclusion of a split screen four player mode.

22 - 38 - N64 Hut Hut!

Acclaim are all set to release their latest American Football title, *NFL Quarterback Club*, in the US in time for Christmas. This is slightly later than the original release date, which was to be in August but Acclaim's gridiron sim will still beat EA's *Madden 98* to the shops by almost a year. Other Acclaim titles in the pipeline include: *Turok 2*, an as yet untitled beat-'em-up, a UK only soccer management game and a *Wipeout* style game, presently known only as *Acclaim Racer*. More news on those as soon as we get it.



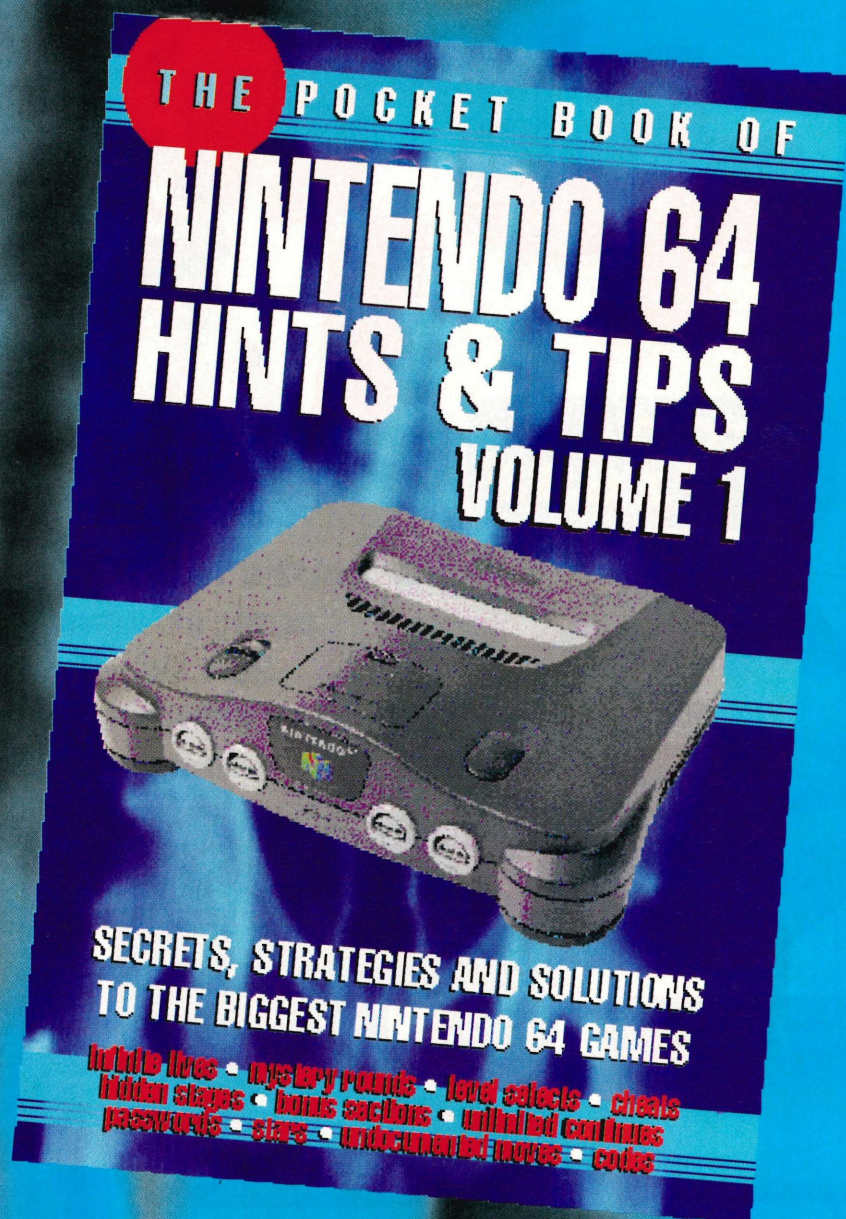
**Sorry, Mr
EIDOS
can we
have our
ball back?**



Back in issue 1, we had a sports feature containing a piece on *Olympic Soccer* by Eidos Interactive. Unfortunately, we managed to credit this superb piece of software to another company who had nothing whatsoever to do with it, so on behalf of the TOTAL 64 team — we're really sorry Mr. Eidos!

Now Available!

From the publishers of Total 64 comes a new answer to your gaming problems — The Pocket Book of Nintendo 64 Hint & Tips Volume 1. With ten games featured, including Turok: Dinosaur Hunter, Super Mario 64, and Wave Race, this is the essential companion to possibly the greatest console ever created!



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Please charge my credit card (UK orders only):

☐ Visa ☐ Mastercard

Card No:

Expiry Date:

Signature:

Date:

Please allow up to 28 days for delivery.

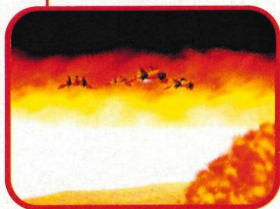
First Look!

Stop Press

IF you're looking for a sneaky peek at what's going on in N64 development land, prepare yourself for some exciting news...



STARFOX 64



Since we took an early look at this last issue, we've managed to get hold of a load of new shots and Frankly — being the self-indulgent types that we are — we couldn't resist giving you a galaxy full of them to drool over!

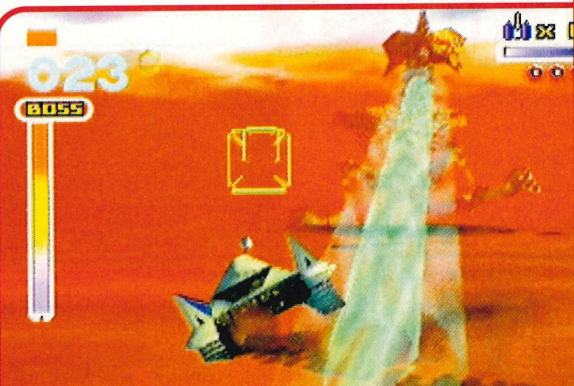
▲ It reminds me of my time back in 'Nam — glowing skies, smoke clouds rising, valiant pilots appearing over the distant horizon...



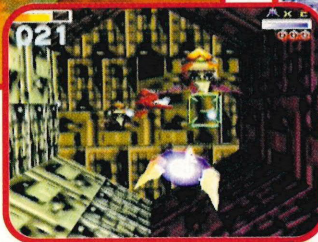
Starfox 64 probably won't reach the UK until the end of the year but with the Japanese version coming out much sooner, you can bet that we'll be spending many an hour working on a large feature as soon as we get our hands on it.

In the meantime we have to make do with whatever small snippets of info we can get our hands on and — if we're really lucky — a few screenshots. Well consider yourself very lucky indeed!

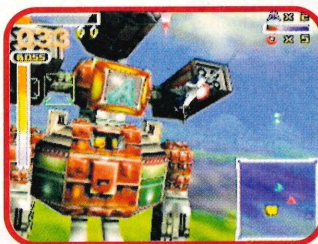
These shots have been sent to us straight from Nintendo, and in our opinion they show off the game better than any others we've seen to date. But I don't need to tell you that, just read on and take a good look for yourself... (CB)



The fantastic graphics – with beautifully detailed landscapes and superb spaceships – really do enhance the quality of *Starfox 64*'s new style gameplay.



▲ Battling fearsome foes through new and wild three-dimensional worlds looks like nail-biting stuff, thanks to fast and furious action.

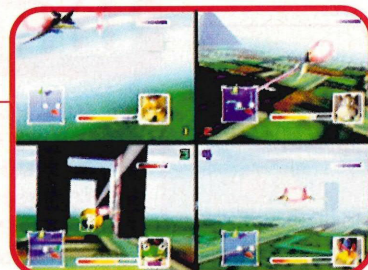


▲ Cool new explosions, lighting effects – and the all-important rocket boosters – have been improved to add greater atmosphere and excitement to missions.



4 Play

Potentially the most exciting feature of this 64 bit *StarFox* incarnation, is the Four player mode. This will allow you and up to three of your mates to join forces against the enemy, or even have a go at each other, in one of the specially designed battle arenas.



▲ Think Japanese monster films and this big buddy should come as no surprise! Monster 'bots alert!



Fox McCloud

Fox is still leading the way and he's still the same calibre of hero material as before – but now he's got some competition in the form of three more playable characters. Pick your favourite from the new team of four and let's go!



Falco

Definitely the 'Iceman' of the team, Falco's ego is matched in size only by his enormous beak. If you notice that he's got a bogey on his tail, let him deal with it: he won't thank you for taking care of it – or offer to dispose of the tissue for you.



Peppy

If Peppy had been in *Watership Down*, he'd have been the stupid one that all the evil rabbits picked on. Put it this way, I'm afraid that after seeing his mug shot, I wouldn't even trust him in a seaside pedalo.



Slippy

This deformed, toad-like being tends to panic as soon as your squadron gets within half a mile of the enemy – which makes you wonder why he's a fighter pilot! If you're in a four player session, let someone else use him.

▲ Four-player split screen mode allows for quadruple foxy action!

GANBARE GOEMON 5



Mystical Ninja? The whole thing's a bit of a mystery actually...




Very little is actually known about this Japanese RPG,

except that it will most likely be released as one

of the *Mystical Ninja* series over here. The game is set in mythical Japan and looks to be a cross between *Mario 64* and the *Zelda* series. No release date has been set, even in Japan but as one of the first

titles to be announced by Konami, it's likely that the game is nearing completion. Even though the previous *Goemon* games may not have enjoyed widespread popularity, they were solid games that were fun to play and we're sure the Nintendo 64 version will continue this tradition. Stay

tuned to www.nintendo.com for more updates on *Ganbare Goemon 5* — and the rest of Konami's N64 line-up! 



WONDER PROJECT J2



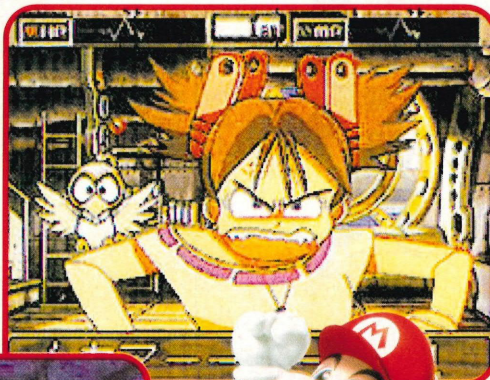
IF you've ever fancied adopting a robot with big blue eyes, this might be the game for you?

Josette is a rather nice looking robot who's main ambition in life is to become human. And that's where you come in; it would appear that Josette sees you as a parental figure, whose guiding hand will aid her in achieving her goal. Just like any normal young



woman, she's prone to moodswings — which will make you wonder why you bother — but what could be more rewarding than seeing her achieve human status and getting herself a nice Japanese boyfriend?

Well, maybe becoming that boyfriend would be good but until we get a chance to do a full review next issue, we don't really know where her love interests lie at all. Wish us luck! 



Total 64- The Truth

Unlike certain magazines we could mention, we at **TOTAL 64** aren't afraid to say exactly what we think about the games that arrive in our office. How many other mags warned you away from the disappointing *Shadows of the Empire*?

To make sure that our scores don't mislead you in any way, we've decided to explain more or less what you can expect from a game, depending on the overall score it's awarded in our review.

The scores at the end of each review tend to reflect the opinions of the main reviewer in each case, so be sure to read the second opinions from other reviewers which might be very different. Maybe in time you'll find a particular reviewer whose taste in games is very similar to your own — although I doubt James' controversial views will endear him to many of you.

Picks of the Bunch

I'm supposed to write something here, about how the following section should show you the importance of reading the second opinions in our reviews but to be perfectly honest, it's just our little way of showing off about all the games we've got in the office! And most of us have made similar choices anyway.

So who likes what in the **TOTAL 64** camp?



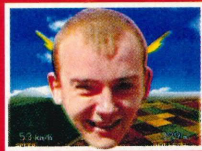
Chris 'Wot ReFl' Marke

1. J-League Perfect Striker
 2. Doom 64
 3. Wave Race
 4. Mario Kart
 5. Mario 64
- Horror:** Cruis'n USA



Justin 'New Haircut' Calvert

1. Wave Race
 2. Mario 64
 3. Doom 64
 4. Mario Kart
 5. Blast Corps
- D'oh!**: Shadows of the Empire



Nick 'Photogenic' Jones

1. Pilot Wings 64
 2. Mario 64
 3. Doom 64
 4. Blast Corps
 5. Turok: Dinosaur Hunter
- Sick Joke:** Cruis'n USA



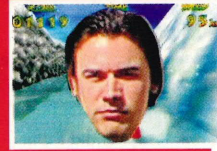
Miles 'Street Rod' Guttery

1. J-League Perfect Striker
 2. Mario 64
 3. Pilot Wings 64
 4. Blast Corps
 5. Wave Race 64
- Cattle's business:** Shadows of the Empire



Mark 'Dark Knight' AyshFord

1. Mario 64
 2. Turok: Dinosaur Hunter
 3. Mario Kart 64
 4. Pilot Wings 64
 5. Doom 64
- Holey Moley:** Killer Instinct Gold



James 'Inane Banter' Gale

1. Wave Race 64
 2. J-League Perfect Striker
 3. King of Pro Baseball
 4. Wayne Gretzky
 5. Turok: Dinosaur Hunter
- Absolute Stinker:** Mario 64

91-100%

These are the cream of the crop — any N64 owner

that doesn't own at least one of these doesn't yet realise the power of their own console! In future issues, games this good will receive a special **TOTAL 64** award — your guarantee of excellence!

81-90%

Now we're getting somewhere! These games are the reason you bought your N64 — they're

playable, they look good and you're not going to be bored of them in a few weeks. The only reason these won't have scored higher, will be because there's another similar game that we prefer or because the game just lacks that 'special something' that separates an extremely good game from the games that no N64 owner should be without.

71-80%

Bit of a 'sitting on the fence' score to be honest. It's likely that games in this category will have had us

all thrashing out our opinions in a heated discussion. Differences of opinion in the team are good for our reviews but are going to mean that some of you will like it, some of you won't.

61-70%

A game falling into this category is probably best avoided. The game might have some redeeming

features — or one of the reviewers really likes it — but for the most part these games are going to be an acquired taste at best. A definite game to 'try before you buy'.

41-60%

We've had a couple of games fall into this category, which hopefully none of you will have

been foolish enough to buy. These games might look nice on the box but will have you considering suicide half an hour after you part with your hard earned cash to get them. If you really like the look of them, then check out our second opinions — but it's most likely that we'll have agreed on a score this bad.

21-40%

These games however, might make it into the shops at some point. None of the games we've

reviewed yet have been bad enough to receive this low a score, which when you consider *St. Andrews Golf* and *Cruis'n USA*, should make you realise just how bad a game needs to be to fall into this category.

0-20%

If a game this bad is ever released, then questions will definitely need to be asked about Nintendo's quality

control. To be honest you're unlikely to EVER see a game getting a percentage this low — unless some bright spark in Japan decides to release a compilation of their favourite ZX81 classics.

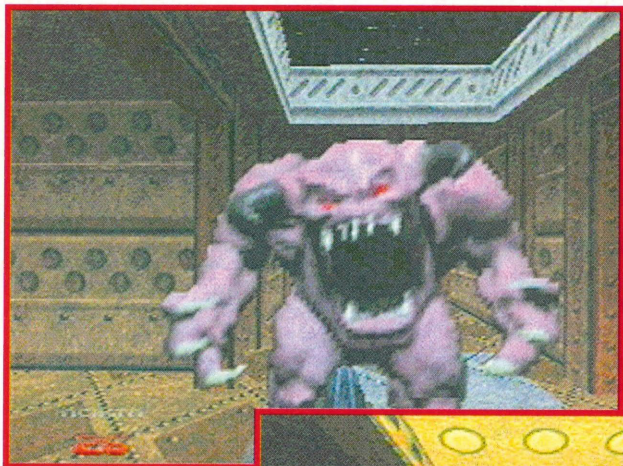
▼ Red is the colour, the colour you will see, lots of lovely blood to spill, gore for you and me.



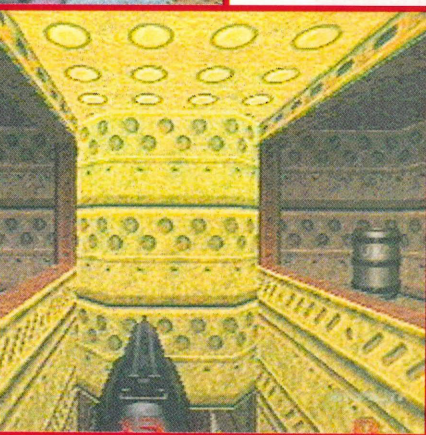
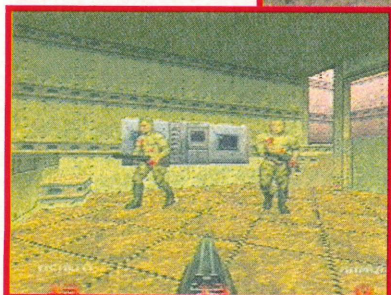
Push the switch, chainsaw the soldier, blast the big monster, run down the corridor, suffer *deja vu*.



DOOM



▲ Own up — you were scared of the big pink biter monsters in *Doom*, weren't you? Now imagine the same tension, the same ugly-bug toothy critters — but in full, smooth 3D...



▲ So you've still got the barrels and the pillars but this time, they really look like barrels and pillars!

It's been on its own, it's been II. It's been Ultimate and it's been Final. But will you still need it, will you still feed it now it's 64?

Doom, Doom, Doom, Doom, Doom, Doom... come on now everybody — join in if you know the words! *Doom*, *Doom*, *Doom*, *Doom*, *Doom*, *Doom* and so on, and on...

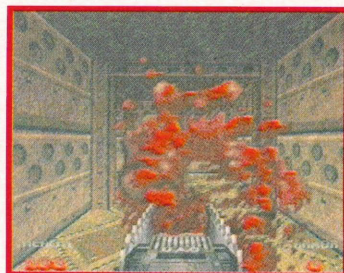
Whaddya mean, what do I mean? It's blinking *Doom*, innit! I'm just waiting for the Gameboy version and the process will be complete. The world will then become a strange mix of corridors and angry-looking skies, where nobody can look up or down and

any barrier of more than two feet in height represents an insurmountable obstacle. Global domination, eking its way into every household in the land, through any game console or computer

you might care to write a 3D graphics engine for.

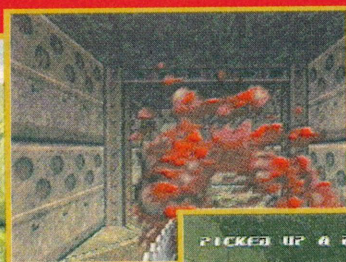
Doom needs no introduction, hence the avalanche of waffle. Everyone knows what it's all about. Even if — by some freak of nature or a bizarre time-travel accident — you've never played the game itself you'll have played something which, somewhere down the line has been described as a *Doom*-clone.

The phrase *Doom*-clone is hurled without prejudice at any first person shoot-'em-up daring to rear its head in public and, to be honest, it's getting a wee bit tiresome. So *Doom* started it all off. So what? We don't call scrolly





▲ Strap on that green armour and go blast a few monster geezers.



▼ Tempting or what? C'mon, you'll be doing the guy a favour – zombies don't have feelings you know, they love being wasted.



▲ The jaws of death aren't half as scary when you've got the power of cold whirring steel on your side.

64

▼ I 'spose you think I can't see you, sunshine.



Justin's Comment

Having been a *Doom* fan for years, I expected great things from this latest incarnation... and I'm not disappointed in the slightest! I'm willing to concede that this still doesn't compare with some of the PC games like *Duke Nukem* in terms of character control, but for atmosphere and sheer nastiness this wins hands down in my book. The levels are bigger and better than ever before, as are the various nasties that inhabit them. There are a couple of extra weapons to play with, and plenty of improvements have been made to the old ones that we all know and love! I'm afraid to say that my *Mario 64* cartridge has been gathering dust since this arrived, buy it now and prepare to kiss your social life goodbye!



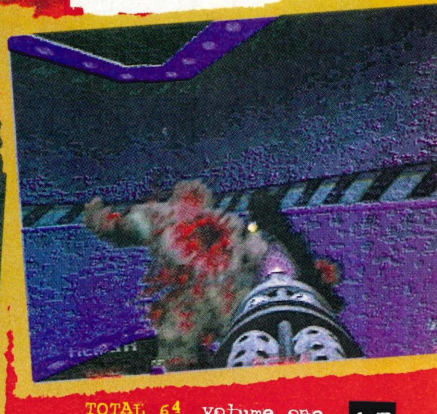
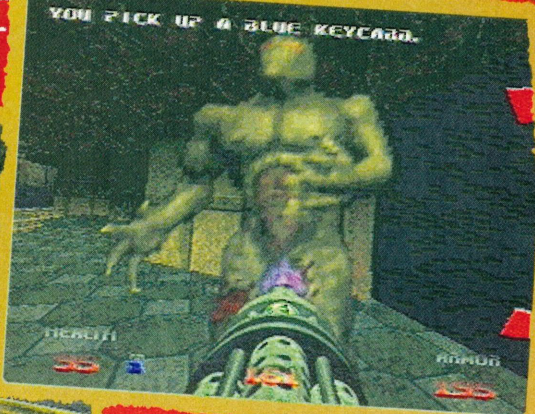
shooters *Moon Cresta*-clones, or beat-'em-ups *Way of the Exploding Fist*-clones. The point is, *Doom*'s getting a tad long in the tooth now. Many more recent games actually incorporate such revolutionary features as jumping and



▼ Two chainsaws are better than one! Double body choppin' fun.

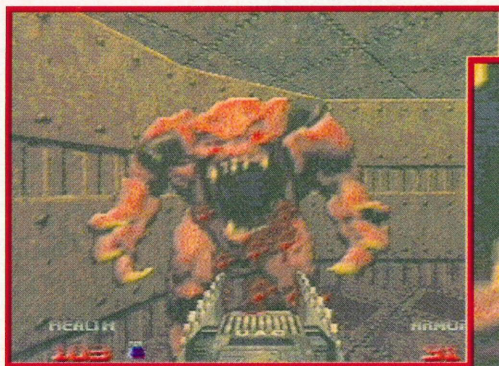


▼ Look – no blocks! Where are the incredibly obvious pixels then?



Bad Guys!

They're coming to have a go... and they think they're hard enough!



▼ Trim your armpit hair, sir? I was only asking...



Nick's Comment

One of favourite games of all time has finally made it to the N64. I remember playing this on a mate's rusty old PC and being amazed by the incredibly gruesome graphics, the clever level design and the intensely frightening atmosphere. This is one of the few games that has the ability to make you physically jump. All that made *Doom* a great game back then is here — BUT there is nothing more. I was hoping that the N64 would have inspired the programmers to expand that tried (tired?) and trusted formula but apart from the flashy graphics, nothing has changed. With new competition from *Turok* and the soon to be released *Duke Nukem*, the gameplay feels a little dated. If you've never played *Doom* and you enjoy being scared, there is still nothing like it.

secrets dotted here and there. The PlayStation version was virtually indistinguishable from the PC original and the more recently released Saturn version was dire. Slow as a long dead hamster and jerkier than a man wearing brown polyester trousers and doing *The Locomotion* in a Crinkley Bottom Fun Pub. Why should the N64 version be any different?

As it happens, the lads behind it all promised us an all new and improved 3D engine to drag things into the present and guess what — they weren't lying.

First up everything seems bigger. The guns, the bad guys, the objects. Colours are also richer and more varied as are textures. There's loads more definition, with wire meshes and flickering monitor screens to enhance the visual experience. The weapons feel meatier as well — the chaingun in particular is well satisfying with its recoil and thundering bursts of fire. Oh

yeah, and check out the new double chainsaw — ouch!

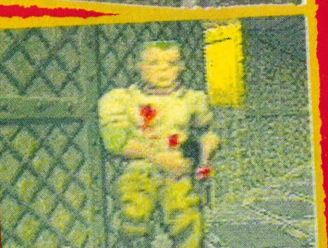
Blood n' guts levels are up to a reasonable standard but no more. Some nice splatters — but no flying limbs to offend those who believe chopping up vicious aliens isn't a constructive or healthy way to spend one's leisure time. Big hairy ones to that, say I! Give any of 'em a cleaver and lock 'em in a room with a ravenous beast from another world — then we'd see how quickly they changed their tune. Unfortunately that's not really an



▲ Go on, shoot the barrels and admire a real 64-bit explosion in action.



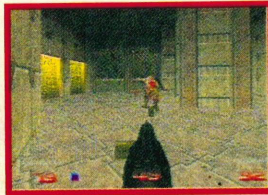
▲ Look, look — it's far away and you can still see it! And the walls and roof don't go all blobby in the distance! 64-bits... Mmm.



As you can see, the enemies are a lot more detailed than in previous *Doom* games but that's not the only improvement — they're a lot more intelligent now too, look out!



▼ If in doubt, shooting is always the best policy. There are no friendlies in this game...



▲ Where would the average *Doomster* be without their bonuses? Dead in little chewed-up bits on the concrete, presumably. From health to invisibility, these chaps are your survival kit.

option, but its a nice thought. Right, where were we? Ah yes, just getting to the slugging off bit.

While there's no doubt *Doom 64* is far and away the best *Doom* to date, it still is *Doom*. There are all new levels which'll have veteran *Doomsters* dribbling with anticipation, all packed with secret rooms, hidden switches and all the *Doom* staples we've become so familiar with. Fine, but where are the new ideas? The genre has progressed beyond what's on offer here, in terms of gameplay. There's still no facility to jump. It's just so annoying to be confronted with a waist-high platform

which this supposedly rock 'ard space marine flatly refuses to climb over.

Another annoyance is the continued 'heaviness' of the controls. It's simply not possible to whip round quickly when a bad guy attacks from the rear. Instead our hero lumbers around, taking hits and not seeming to care too much about it.

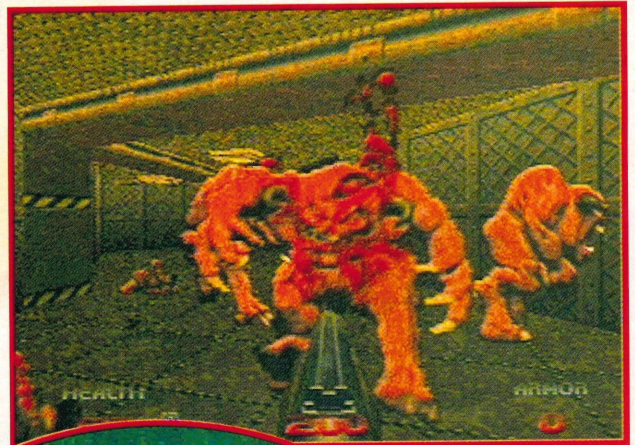
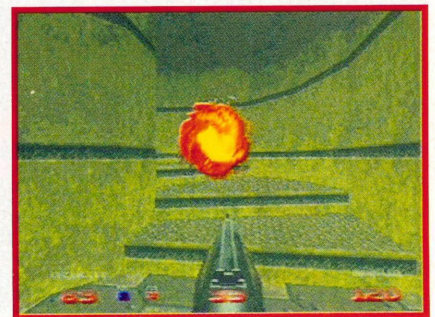
To really rate *Doom 64* you'd have to have two scores for two different points of view. It's not the first shooter of its type on the N64 but it is a very



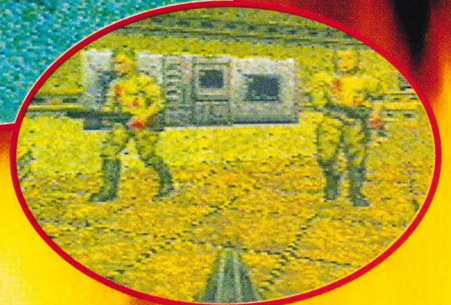
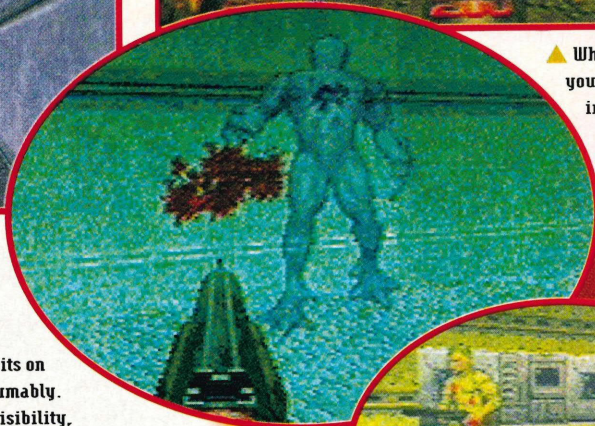
▼ No prizes for guessing what's behind the green door. Yep, hordes of death dealing foes.



▲ There's only one way to go – straight. Okay, you can strafe. Hell, you can even fall down but is jumping really so exotic?



▲ What do they do when you're not around to invade their lovely home? Knitting?



Gun Crazy!

Check out this selection from the amazing Doom arsenal...

Chainsaw

Two Blades are better than one, that's for sure! Twice the killing power and double the fun – you know you want it!



Chain Gun

Probably the most souped-up of all the old Doom weapons, the new and improved Chain Gun will get the whole screen shaking when you fire it!



Double Barrel Shotgun

Everybody's favourite for carrying around as standard equipment – very powerful and capable of killing two enemies at once. Still a bit slow in the reloading department though.

James' Comment

Woo Hoo, I love *Doom*! it's the only way that I'll ever be legally allowed to plunge a smoking chainsaw into someone's stomach, which is always a bonus. On the plus side, all the excellent playability of the original remains and even though some of the characters look a tadropy, the visuals are great. Alas, *Doom* is getting a little long in the tooth and the ideas it contains have become almost clichéd. Games like the excellent *Duke Nukem* show the way forward in this genre. Highly recommended but it's sadly nothing more than the usual *Doom* type fodder, which is a shame. Save your dosh for *Duke*!

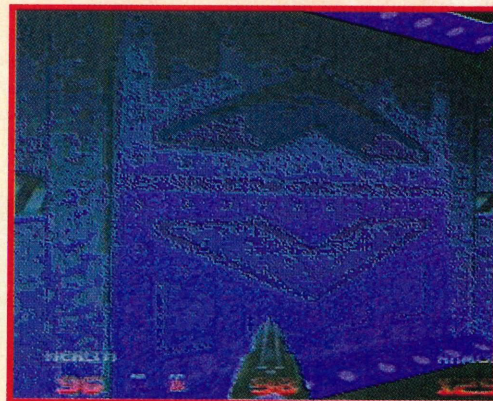
YOU PICK UP A BLUE KEYCARD.



▲ Sneaky underhand tactics rule, ok! Just don't get the barrel of the shotgun wedged in the gaps – too embarrassing.



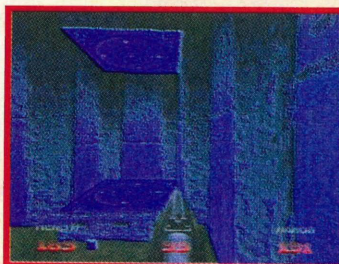
▲ I dunno what it is but it looks pretty darn scary to me...



different game to *Turok*. It's far more puzzle and map orientated for a start. If you're already a *Doom* lover you'll love it to bits. Though not as quick as it might have been, it does still capture that elusive *Doom* feel perfectly. This is something which remains unique to

Doom — other similar games, many of which surpass the old warhorse in a lot of ways, still don't have quite the quality which has turned it into a gaming legend for the '90s.

However it shares a major stumbling block with *Mario Kart 64*, in that a lot

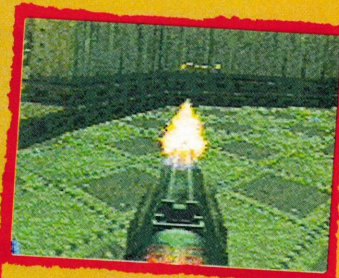


Fist

The only method of attack in *Doom* that's got worse! I just never envisaged the player character wearing brown driving gloves...

**Rocket Launcher**

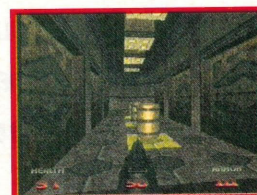
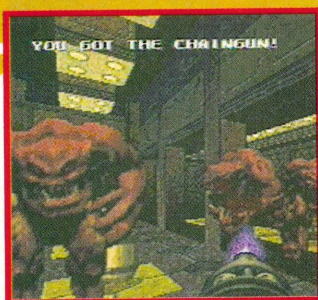
The original was good, this is better! Not to be used at close range!

**Shotgun**

Nice and powerful, with a fast reloading mechanism. Probably the gun most of you will keep to hand.

Pistol

Same old bog standard shooter that it always was, the pistol will only be used in the early stages of the game – unless you run out of ammo or lose your other weapons after dying.



▲ Oh gawd, it's those flickery light bits again. You know – the ones where you can't see that give you a headache.

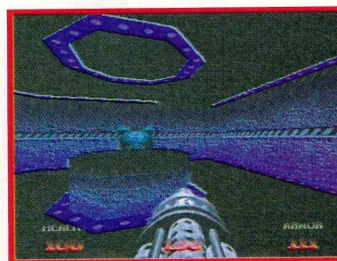
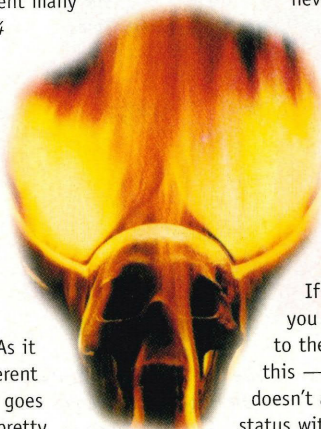
of people will expect so much more from it. Though certainly not a bad game by any stretch, *Kart 64* isn't the astronomical improvement many hoped for, and *Mario 64* provided. *Doom 64* is the same again, albeit with a few graphical knobs attached for good measure. The simple ability to jump would have made it hugely more satisfying and allowed the designers to come up with some more original level designs. As it is, the layouts are different but the way the player goes about solving them is pretty much as it ever was.

The one unforgivable omission is the lack of any sort of multi-player

mode. Split-screen wouldn't be ideal as each player would know where the other was hiding but nevertheless one of the

aspects of *Doom* which made it what it was, was the deathmatch mode. Big slap on the wrists for cutting that one – the legions of *Doom* multiplayer fans will be gutted.

If *Doom* still does it for you or you're a newcomer to the genre, you'll love this – no question. A game doesn't attain this kind of status without being pretty special in the first place. On the other hand if you're getting a bit tired of the format, don't expect any major



surprises. The only really marked improvement is in the graphics and to be honest, even they aren't as radical as one might have hoped.

A case of suck it and see, I'm afraid. You'll either yum it up or spit it out in disgust. **MILES**



▲ A great big gaping hole in the chest. Now who said there wasn't enough gore in this thing? You little liars...

**Verdict**

Name: *Doom 64*
Publisher: GT Interactive
Developer: Midway
Players: One
Price: TBA
Released: Second Quarter
Game Type: 3D Shoot-'em-up
Version: US

graphics

The best looking *Doom* game yet, and the smoothest.

93

sound

Very atmospheric – great with the volume up.

88

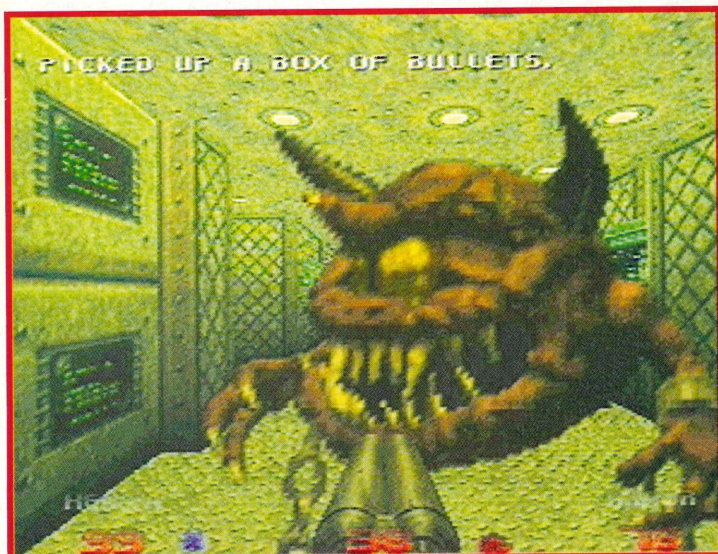
playability

For Heaven's sake, it's *Doom*. Need I say more?

93

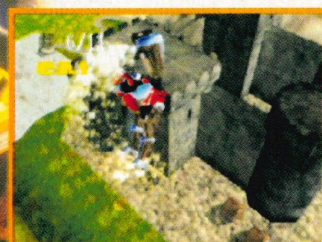
overall

92





▼ The big shiney robot makes light work of someones' bungalow.



Blast Corps marks the N64 debut of DKC developers, Rare. If smashing up buildings sounds like your idea of fun then this game could be for you....



Blast

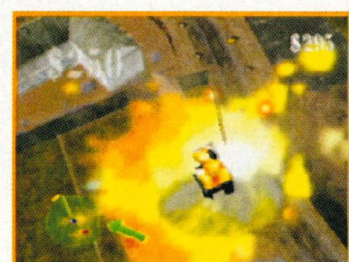


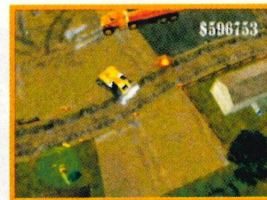
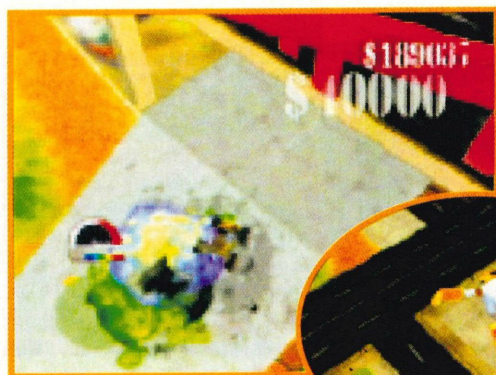
This game takes me back a bit. Back to the days where I was quite happy to sit in a pile of mud for hours on end as long as I had my Tonka toys to keep me occupied. Filling them with mud and stones and sticks and then driving them around, making engine noises...then smashing them into one another as everyone dies horribly in one massive car wreck! But that was then and this is now, and I've got more adult things to do, like play *Blast Corps* on the N64.

This is the first game to appear on the console by veteran coders, Rare, the guys who brought you *Donkey Kong Country* and *Killer Instinct* on the SNES. Both games were good graphically, but lacked any originality gameplay wise. Back in the days of the ZX Spectrum Rare were known as Ultimate and were at the cutting edge of game design with a revolutionary

concept: the isometric platform game. *Blast Corps* sees a return to that originality with one of the most playable games I've seen on the N64 to date.

The story could have come straight from a 70's disaster movie- a remote control nuclear missile transporter is out of control and on a crash course with populated areas across the world. The slightest prang is likely to set the whole thing off and devastate the entire planet. Your mission, (should you choose to accept it), is to take control of crack demolition team, the Blast Corps, and guide the transport

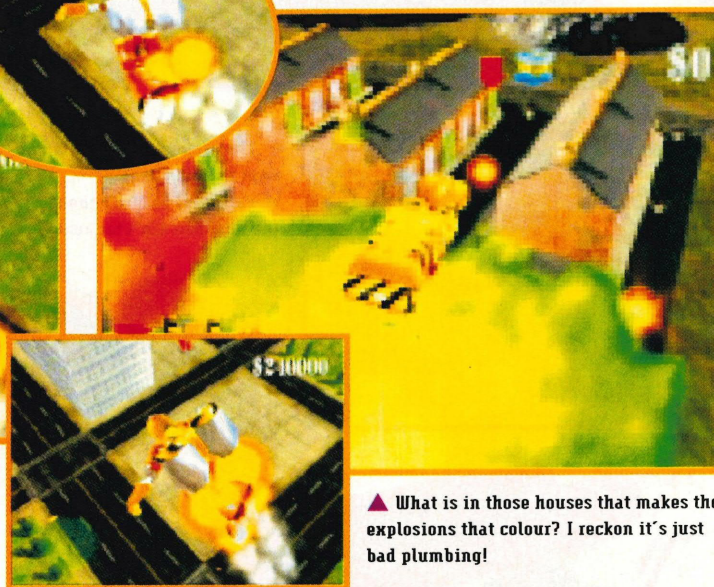




▲ Your score is counted in money- the more you destroy, the more money you get. Great!



▲ The rocket man is similar to the one in *Pilot Wings* but this guy smashes whole skyscrapers in one fell swoop.



▲ What is in those houses that makes the explosions that colour? I reckon it's just bad plumbing!

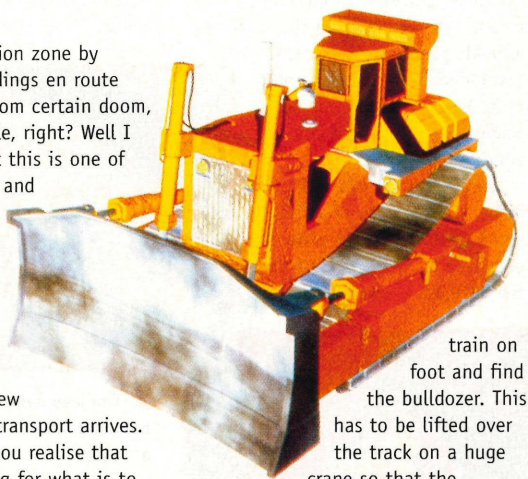
Justin's Comment

I was a little dubious about this title as I looked at the box, but after playing it for the short while I allowed myself before going back to more mundane work, I was desperate to play it again. Some of the early levels are very simple, and involve little more than crashing into buildings to knock them down. But later on the levels get a lot harder, and really get you thinking as you try to solve the puzzles before your time runs out. I would compare this game to *Pilot Wings* favourably as both games are similar in concept, but *Blast Corps* has the edge with a lot more action, puzzle solving and explosions!

Corps

safely to the detonation zone by demolishing the buildings en route and save the world from certain doom, Hooray! Sounds simple, right? Well I can tell you now that this is one of the most challenging and inventive games since *Lemmings*.

The game starts off fairly straightforward enough, with nothing more taxing than ramming into and levelling a few buildings before the transport arrives. But as you progress you realise that these serve as training for what is to come. The levels become more and more involved, requiring you to adopt different tactics each time and use several vehicles and even your BRAINS to solve the puzzles. For example in one particular scenario you have to destroy a train station. To do this you must drive a train carrying a box of explosives to the station, exit the



train on foot and find the bulldozer. This has to be lifted over the track on a huge crane so that the explosives can be pushed into position and detonated, all within a strict time limit. That's four completely different vehicles (the man included) you need to operate, and quite a few goes to work out what needs to be done. This game is going to take even the most ardent games player hours to complete.

▼ That juggernaut is your HQ. It marks the end of the level and can only be entered once all the buildings are destroyed.



▲ The little green man is what YOU look like. The game requires you to change your vehicle mid-level in order to solve the puzzles.

The end of the world!

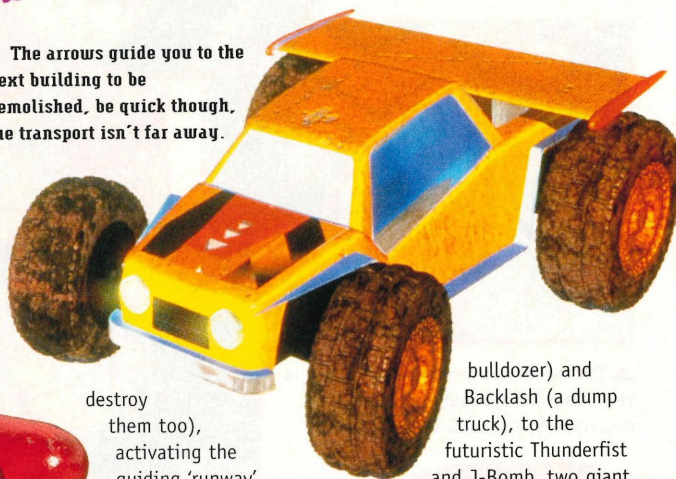
▲ This has got to be one of the most dramatic game over sequences in a game ever— who says nuclear power is safe!

Mites' comment

Blast Corps is one of the most original and amusing games I've seen for a while. The graphics are gorgeous with a superb 3D engine and excellent light-sourcing giving everything a solid, chunky feel. Thankfully gameplay is up to the same high standard with loads of mindless destruction and plenty of opportunity for on-lookers to shout 'Ooh you lucky b*****!' when you know it was down to skill alone. *Pilot Wings* comparisons might seem odd when you spend most of the time in bulldozers and things but that's about the closest comparison I can think of considering the variety of vehicles and missions. Top hole — my game of the month!



◀ The arrows guide you to the next building to be demolished, be quick though, the transport isn't far away.



It doesn't end there though. In fine Nintendo tradition there is more than one way to play the levels. In fact the game positively urges you to go back, offering new, secret levels as a prize for your hard work. It works like this: complete the level for the first time, and you'll be awarded a gold medal and allowed to progress to the next stage. Now you have an opportunity to replay the level in a different way, this usually means cleaning up the remaining buildings (they're contaminated anyway, so you might as well

destroy them too), activating the guiding 'runway' lights or completing a time trial. But occasionally you'll come across some bizarre game hidden away in a corner of the map, (demolishing giant pool

cues on a huge billiard table for example). Complete this to gold medal standard and your reward will be new levels opening up on the map. Some are there just for fun, but some are vital to your progress in the game. This all adds to the game's depth and longevity. A vital sub-plot is to discover and rescue six scientists who will aid you on your mission.

Another great aspect to the game is the variety of vehicles you have to master in order to complete it. These range from the ordinary — Ramdozer (a

bulldozer) and Backlash (a dump truck), to the futuristic Thunderfist

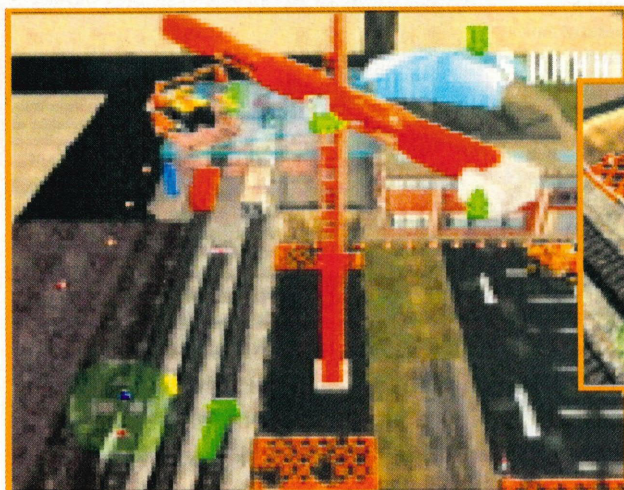
and J-Bomb, two giant robots; the second a Pilotwings-style jet pack bloke who destroys buildings by crashing down on them from great heights. All have totally different control methods. Some of them are easy to control, but others take a while to master, for example the dump truck may well be an ordinary vehicle but to use it to smash buildings you must learn how to slide into them using the skid button, and this takes a little time to get to grips with. The overall handling of the vehicles is a little touchy — you'll find some of them



▲ The jeep vehicle has a turbo boost to help you ram the buildings into little bits of rubble.



▲ There is a strong puzzle element throughout the game. Here you have to lift the bulldozer over the track with the crane.





▼ Huge, colourful explosions are commonplace. You can't destroy the trees though.

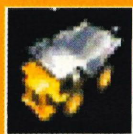


Man-YOU!

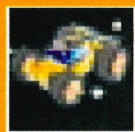
You have to master a wide variety of vehicles to succeed in your mission...



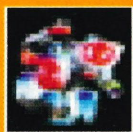
Ramdozer
Bulldozer type vehicle



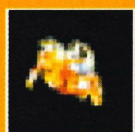
Backlash
Dump truck, skids into things to demolish them



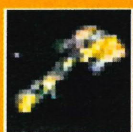
Skyfall
Jeep/buggy which is equipped with a turbo to demolish buildings.



Thunderfist
Silver robot-type thing who rolls his way through the cities.



J-Bomb
PilotWings style jet pack robot



Ballista
Motorbike armed with missiles



Sideswipe
Iron fists shoot out from it's sides to demolish buildings



Train
Goes forwards and backwards, and that's it really.



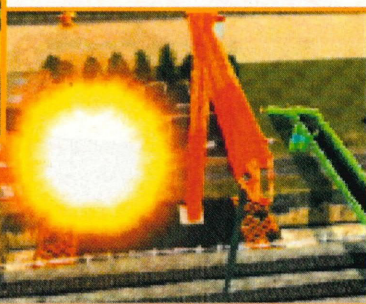
Police Car
The fastest car for time trials.



Platform Crane
Lifts stuff up.



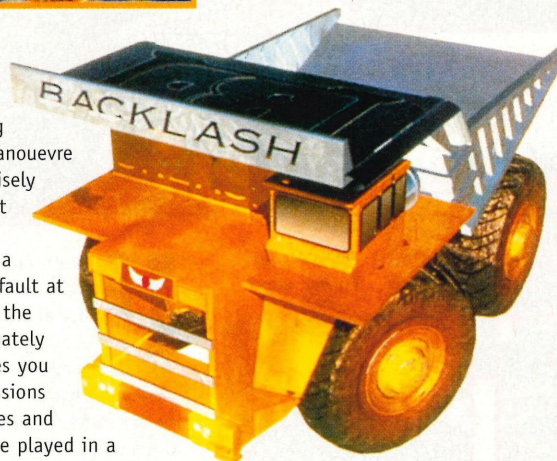
▲ The presentation is excellent. With this map of the world you select your mission to play.



▲ If you don't clear the path of the trailer this is the result. Even factor 24 sunblock won't help you now.

bouncing around all over the place. This can be frustrating as you try and manoeuvre your vehicle precisely with the transport bearing down on you. This is only a minor fault, if a fault at all, as it adds to the challenge. Fortunately the game provides you with practice missions for all the vehicles and even these can be played in a time trial mode to earn yourself a gold medal.

The graphics are perhaps a little too functional when compared to other releases on the N64, opting for an aerial view of the action. You can control the camera to a certain extent, but this is limited to a few degrees of zoom and rotating round the action. The basic graphics have been spruced up though, with insanely colourful explosions and with excellent detail and reflective texture mapping to give the vehicles an authentic metallic look. The sound is basic with a few annoying voice samples, but impressive explosion sounds and catchy theme tunes add to the games excellent presentation.



What makes *Blast Corps* a winner is the sheer depth of gameplay and huge number of levels — apparently there are 50 plus of these and no two are alike. With the added challenge of returning to the levels and gaining gold medals this means hours and hours of fun. With eight wrecking vehicles, four different cars, a crane, a barge and a train to play with, there is a huge variety added to the levels which might have become tedious without. Add to this a sub-plot of rescuing stranded scientists and the sheer fun of blowing whole cities up, and what you have is one of the most original and addictive games to appear in recent times. **NICK**



▲ It's in Japanese but I think it means the world is about to end!

Verdict

| | |
|------------|---------------|
| Name: | Blast Corps |
| Publisher: | Nintendo |
| Developer: | Rare |
| Players: | One |
| Price: | TBA |
| Released: | May |
| Game Type: | Action/Puzzle |
| Version: | US |

graphics

Functional with colourful explosions

78

sound

Catchy tunes and annoying samples

70

playability

Superb! I can't put it down

92

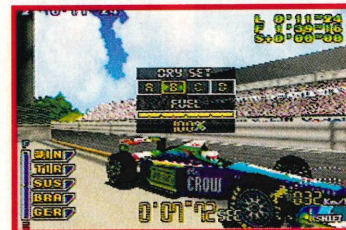
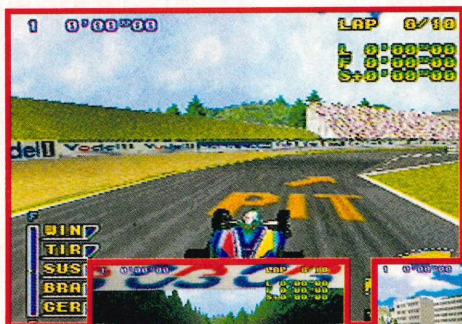
overall

89

Human Grand Prix



This game will have been fine tuned by the time it gets a Western release but how could we resist taking a look at the complete Japanese version...



▲ Into the pits for some dry tyres – the other set got ruined after that puddle!

you're down at the arcade, only without the need to keep pumping money in. So is *Human Grand Prix*, or *F1 Pole Position* as it will be called over here, going to be up to the task? Lets find out...

HGP is one of the few N64 titles which has any kind of intro in the true sense of the word; it's a fairly lo-res affair with no frills but I for one expect this kind of presentation when paying upwards of fifty quid for a

▲ Sparks are flying, why?

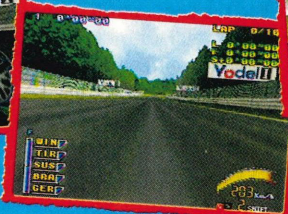
Up until now the only racing games on the N64 were *Wave Race* and *Mario Kart* which — although both are excellent titles — just haven't really been enough to satisfy the speed freaks among us. What the Nintendo has been lacking is a *Sega Rally* or *Formula 1/Ridge Racer* equivalent, that'll make you feel like

Views to a thrill



▲ Cockpit view – realistic but an absolute nightmare to use!

▼ "Strapped to the nose" camera view – only for the psychos amongst you!



▲ The best view for seeing the track ahead, definitely the easiest camera angle to play with.

▼ Same as left but slightly closer to the high speed action!



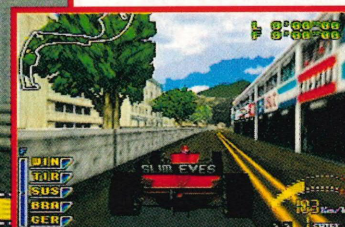
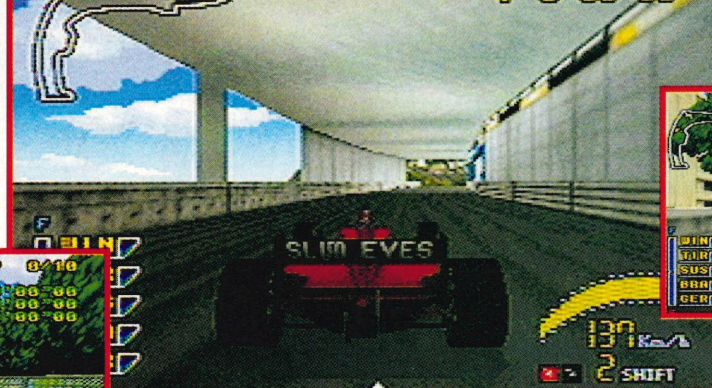
▲ Closer still but with a limited view of the track ahead. Probably the best view to use if you like the taste of exhaust fumes! Hmm... Carbon Monoxide.



▼ Everybody loves the tunnel at Monaco but the question on everybody's lips is 'What the hell is that advert on the rear wing all about then?'



▼ Aaah, the brown pit lane at Monaco. No free parking here then.



▲ The Monaco GP's not so popular this year - there aren't any boats in the harbour! Sea's calm though.



game. So that's a good start, looks promising so far...

The next screen you'll be greeted by is the options menu; again there's nothing special but all of the options you'd expect to be here have been included, along with a few extras. One extremely good option is the ability to swap around the drivers and their respective teams, although I suspect that most of us would have trouble keeping up with who's driving which car each season. All of the names used within the game are fictional (at least in so much as they are spelled incorrectly) but *HGP* also gives you the option to edit the names of the Driver,

Team and Engine Manufacturer, which I personally think is worth the effort when starting a full season. What could be more humiliating than coming second to a guy called H. Dill?

Other race options include being able to 'Battle' against any number of drivers, chosen by you, on any of the sixteen tracks in a one off race. This allows you to pit some of the great rivals in racing against each other, in a one on one race to the finish - without the mobile obstacles that are backmarkers getting in the way.

All of the sixteen tracks appear to be very accurate in terms of their design but there's a distinct lack of



▲ The curbs in *HGP* are wider than most tracks - use them but don't get lost!

rounded corners that you probably won't notice initially but which will become a minor irritation once you have. Every corner in the game is actually a series of straight lines, which is fine on a long double apex but is awful on some of the tighter

Nick's comment

It seems that nowadays every console needs its own arcade racer before it can be judged. The PlayStation had *Ridge Racer*, the Saturn had *Sega Rally* and the N64 has... *Crusin' USA*. Well that wasn't much cop and now we have the second racer to appear on the N64, *Human Grand Prix*. It seems to me that the game falls between a simulation and an arcade racer. It's not as accurate as *F1* on the PlayStation and not as fun to race as *Sega Rally*. It might just be that I'm not a great fan of Formula 1, but on this evidence, the N64 has a lot of catching up to do to overtake its console racing rivals.



▲ A good all round view, which shows you the track ahead without detaching you from the action too much.

▼ Probably the best view to use if you're after a speed rush but still want to stand a chance of finishing the race.



Miles' comment

Having just bought myself a new 'Street Rod', I consider myself a bit of a speed demon. With my long hair I'm not too good in these open tops though. To be honest, I don't think this is as good as it looks in the screenshots — the pop-up is awful and the realism is non-existent. And I'm all for tight corners taken at high speed, but when those corners become right angles that no course designer in his right mind would even consider including, the whole thing gets a little frustrating. Some of the ads are quite amusing — 'Shed Blood' being a personal favourite — but this hardly makes up for all the bad stuff. And in a real F1 car I doubt you'd have the time to read them anyway! No thank you *Human*.

▼ Cheers Aysh! You have a real knack of picking all the best shots to put caption boxes with. Just you wait...



▼ The system of telling the pits what you require on the way in works well.



turns — such as Monaco for example, where they appear almost as right angles. I'm sure that in real life, turns such as these would result in some kind of strike action from the drivers!

I guess that the question a lot of people will be asking, is if this is as good as *Formula 1* on the PlayStation which, if we're honest, has set the standard by which all others will be judged. And I'm sorry to say that I don't think it is. It's just as much fun to play initially, but *HGP* lacks the depth and realism of its PSX counterpart. Both games would appear to be almost identical to the untrained eye but *HGP* really suffers from a bad case of pop-up

and has an overall look that is just slightly less well refined. If you enjoyed the arcade game in *Formula 1* then you'll like this



▼ Pit lanes the width of the M5 are commonplace apparently!



— but if you'd rather crash into things than simply bounce off them when you make a mistake, I suggest you leave this well alone.

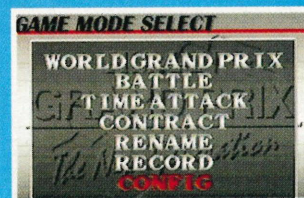
Of course the other major selling point of *Formula 1* was the commentary by Murray Walker, without which it just wouldn't be the same for most of us. For the most part the sound effects in *HGP* are quite adequate — the constant engine noise and sporadic pit sounds are particularly good. But the commentator should really not have

▲ Peculiar buildings in the distance... Oh, that'll be the pop-up effect!



Things we like about HGP

1. Good Arcade type feel to it
2. Changeable weather conditions



3. Comprehensive options
4. Plenty of camera angles



5. Making Pitstops

Things we hate about HGP

1. Awful commentary



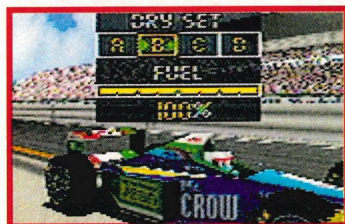
2. Sparks every time you change gear
3. The Pop-up



4. Straight corners?



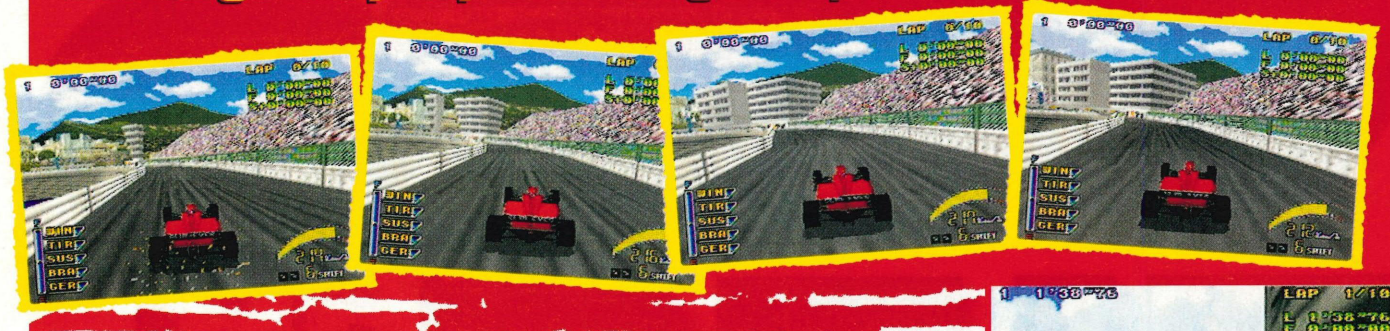
5. The picture of Mr. Villeneuve with lots of hair



▲ I'd rather write about the shot below actually — with it's references to slightly obscure Arnie films. Now what could that huge banner be advertising? The changes are just so subtle...



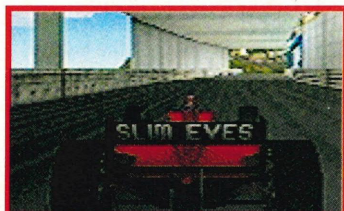
Strange Pop-up buildings reported in Monaco!



Whoops there goes the 64-bit frogger champion! Ah well, never mind...



Plenty of petrol thanks, just check the tyres please -- and here's 50p for your trouble.



He may seem quite comfortable now but wait 'til he reaches the right angle chicane at the end of the tunnel. I'll give you 10-1 he hits it.

been included at all in my opinion, because due to the limitations of the cartridge (I assume) the poor fellow has only been allowed about a dozen quotes with which to commentate an entire Grand Prix season. What makes matters worse, is that he has no idea of when would be an appropriate time to use any of them — yelling 'You're slowing down' at you, as you cross the line to take the chequered flag just doesn't seem right somehow! I don't want to spoil it for you but other

Now where did I put those L-plates? I know I left them in the pits, Mirror — Signal — Manoeuvre...

thinking of calling it a day half way through the race and going off for a cuppa!). A few years back the very fact that a commentator is present would have been a bonus but after Murray's full commentary on the PlayStation, I can't help feeling a little disappointed with *Human's* attempt.

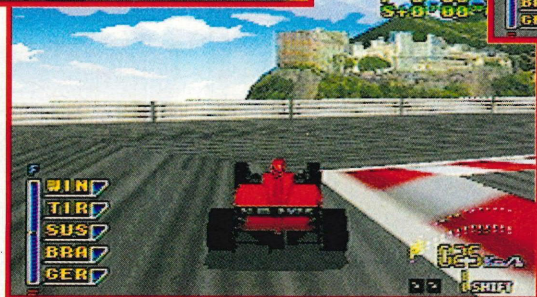
Despite a few faults, *Human Grand Prix* is a well put together piece of software, which will suit a lot of players down to the ground. But if it's a realistic *Formula 1* game you're after then you're out of luck — the N64 doesn't have one yet. **JUSTIN**



useful quotes from his repertoire include 'Look behind you', 'Give it all you've got' and 'Looking good — keep going!' (Just in case you were then



New tyres, a full tank of petrol and a nice clean visor. You're ready to take on the world — as long as the world isn't driving a Williams, Ferrari, McLaren or Jordan! Apart from that...



Verdict

Name: Human Grand Prix
Publisher: Human Entertainment
Developer: In House
Players: One
Price: TBA
Released: 4th Quarter
Game Type: Arcade Racer
Version: Japanese

graphics

Great apart from the pop-up and dodgy corners.

84

sound

It's just not the same without a few Murrayisms!

76

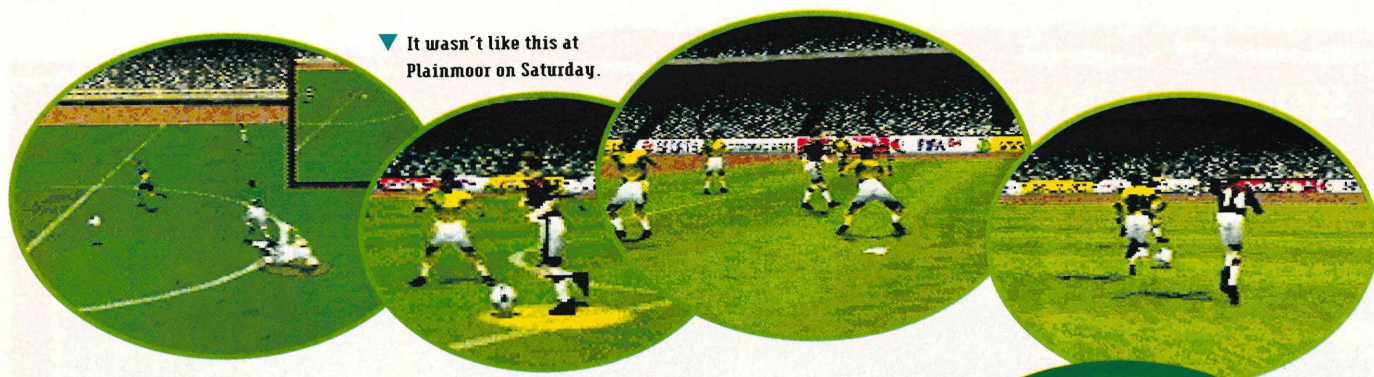
playability

Triumph of playability over realism...

83

overall

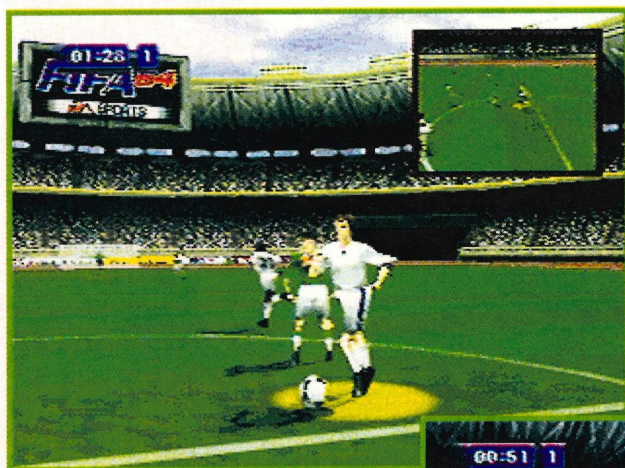
80



▼ It wasn't like this at Plainmoor on Saturday.

FIFA 64

EA have signed up to form potentially one of the most exciting N64 development partnerships yet and to celebrate we check out the much-touted FIFA 64!



▲ With a face like that he must play for Plymouth Argyle.



▲ Big stadium, eh?



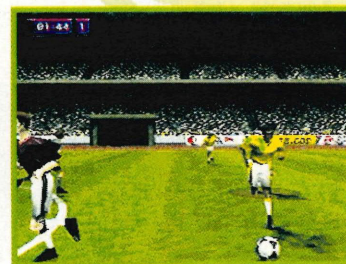
Sport, eh? The human race has down the years shown itself to more adept at causing aggro for itself than anything else. We have micro-computers, atomic bombs, New York, Ace Ventura, all these technological achievements. Yet still man's greatest talent is his ability to cause trouble and generally make his brothers lives a misery. Sport is our one concession to actually getting together to do something healthy, constructive and friendly. There are many sports enjoyed by millions of

people. From British Bulldogs and Combine Harvester Racing to Formula 1 and Tennis, large or small, all sports are designed to bring people together via the healthy medium of competition. All except Football.

You see Football isn't just a sport, it's a way of life. Just ask the loyal thousands who religiously trudge to their various stadiums of worship every Saturday afternoon all over the country. Whether it be a spanking hot day, basking in the towering main stand at Anfield or huddled in the sleet watching Accrington Stanley (Oo are dey? Exakkkkly!), the faithful always turn out to worship their local gods, no matter how crap they may be. Even Oldham pack in 5000 a week!

This argument also goes to explain why there's so much trouble associated with football. And you thought this mag was a bit of fun. Educational, that's what this is!

With that in mind you can appreciate it gets quite excitable in the newly-established Total 64 office. This may be only issue three but you can be sure we know what we like, and we don't-half like a good game of footy! In all the years since FIFA first unleashed itself on an unsuspecting





▲ Lacks the realism of the true football experience. We advise inviting your grandad round to shout in your ear with his Old Holborn breath.



▲ Any guesses for the final score? No? Well, the figure on the left didn't change. The other did.



public it's been hard to keep track of the myriad conversions and updates which must pretty much cover every major format of the last four years from SNES and Mega Drive to the Amiga and Gameboy. It also means that unless you've been residing under a bridge pretending to be a troll and



▲ More exciting screenshots from FIFA 64. Shoddy captions too.



eating passers-by since 1993 the chances are you've come across it in one of its many guises at some point. FIFA 64 doesn't break any moulds in the greater scheme of things as dictated by the long-running EA Sports series.

The usual custom leagues and tournaments are all there along with an exhibition game, you know the score. It's a bit of a shame they didn't include all four divisions of the English league so you could start at the bottom and work your way up. Still, I guess that's what happens when games

▼ Ever wondered what it's like to play in a real stadium, in front of thousands, as a top class Pro? Well, FIFA 64 won't help you in the slightest so you'll never know.



Stop play!



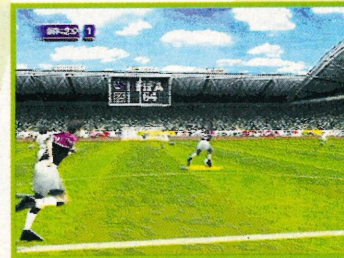
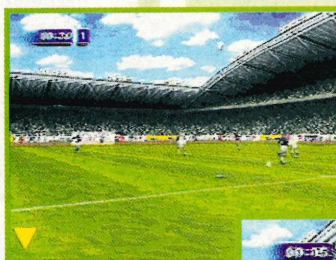
No need for John Motson impressions as he does a soundbite commentary throughout the game. Isn't that great?

Justin's Comment

I've never really been into FIFA games, despite the fact that I've probably owned all of them at some time or other. As with most of the series I'm afraid that this is all a bit basic, it looks nice and is well presented but lacks any real depth or playability. The game isn't nearly quick enough and reminds me of my days in the primary school team when we were all crap at Football and it always rained. All in all quite a depressing chapter of my life! If you're really, really, really desperate for a footie game, and a fan of the FIFA series then you probably won't mind this, but I'll be joining the smart party and waiting for ISS 64 in a couple of months. By the way, Bolton Wanderers are the greatest football team on the planet and will win again next season!



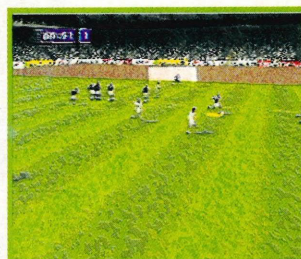
▼ The glory days have returned for Torquay United.



▲ There aren't too many kids anywhere bothered about playing as Exeter City.

Nick's Comment

I first played FIFA Soccer way back when it first came out on the SNES and was quite impressed by the isometric graphics and fresh gameplay. But since then the FIFA series has gone steadily down hill and now it's reached rock bottom. The whole thing feels rushed: the graphics are jerky, the gameplay is tired and as for the control method, well there is no control. That's what it feels like: you just aren't in control of the players. There is a delay everytime you press an action button until your player does something. This makes it almost unplayable. Wait for ISS 64 from Konami and don't buy this.



are aimed at a global release. There probably aren't too many people in Japan particularly bothered about playing as Exeter City.

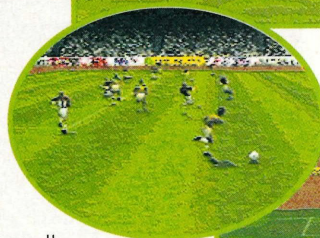
A unique new feature of FIFA '97 (as it's known on other systems) are the multiple commentators. Games like *ISS Deluxe* on the SNES dabbled with a few sporadic whistlings here and there but realistic in-game commentary didn't arrive until the 32-bit revolution. Then companies hired a well known voice to lend a few samples for that extra realistic feel. This time however EA

have gone one step further and got themselves Des Lynam to present the game, John Motson takes care of the main commentary, with none other than Sky's opinionated, curly-haired and generally all-round Scottish bloke Andy Gray chipping in with useful observations. Sadly he doesn't get to draw little doodles all over the screen at half time, but it really lends that Match of the Day atmosphere.

There are also the usual host of camera angles which, as usual, are mostly useless when it comes to actually playing the game. Ball Cam follows the action all over the place and looks truly spectacular but you can't hope to play that way. You can choose an isometric view from high up in the stand reminiscent of the old 16-bit FIFA titles but what's

Players have to avoid running on the giant moss circles or they are booked.

▼ At least the games are cheaper than the kits.



the point in that? The best view is side-on with the camera panning in and out to get the best possible view of what's going on, without swirling all over the place so you end not knowing which direction you're supposed to be kicking.

Graphically things have been spruced up from the 32-bit versions. The players have more solidity and look reassuringly chunky compared with their waif-like counterparts on the PlayStation. The stadiums also look excellent. The scale is perfect and the towering stands enhance the big match atmosphere no end.



They think it's



▼ A game of two halves.



▲ Who ate all the Acid?

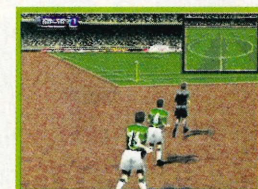
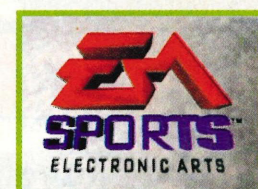
▼ Some pixilated footballers, yesterday.



▲ That tunnel in the background is where Man Utd fans live, breed and plot the death of Football.



▼ Of course they've always been big Football fans. Money has nothing to do with it.



On yer head!

Soundwise the three amigos do their jobs admirably and the crowd chants away to itself in the background, though it's a shame they couldn't have sampled a few of the more colourful ones. Tsk. What's football without a spot of gratuitous and totally unnecessary swearing, eh?

The FIFA series has its own distinct brand of Football. It's a style which has sold buckets on so many systems it's hard to justify dissing it in any big way. The thing is, for all its glamorous looks the actual game engine is a tad basic. There are loads of spectacular moves but these generally tend to be performed by the computer rather than the player. There

are also too many 'stunning' goals. You wouldn't complain on a Saturday afternoon down the Molineux but when most goals are stinging 30 yard drives it kind-of takes the sheen off it. There needs to be more goalmouth scrambles and tap-ins to help you appreciate the really good stuff.

Gameplay is similarly flawed, being geared more around doing backheels and fancy tricks than threading together neat little passing moves. It's like watching a video of great moments rather than the good old salt-of-the-Earth stuff you see week in week out in the world of professional football.

In comparison to *J-League Perfect Striker*, *FIFA 64* just doesn't have the



depth. Whereas *J-League* combines gorgeous looks with a game almost chillingly close to the real thing, (with a few quirks of its own admittedly), *FIFA* doesn't quite have the balls to back up the bravado.

However, if you liked it on other formats go out and grab a copy 'cause this is undoubtedly the best *FIFA* yet. Otherwise It's got to be *Perfect Striker* every time. **MILES**

all over...



▲ Help! The pitch is being taken over by purple jelly!



▼ Spot the Ball.



▲ It's Stenhousemuir's fourteenth away game without scoring.



▼ You're going home with blurred eyesight and tunnel vision.

Verdict

| | |
|------------|-----------------|
| Name: | FIFA 64 |
| Publisher: | Electronic Arts |
| Developer: | In house |
| Players: | 1-2 |
| Price: | £54.99 |
| Released: | Out now |
| Game Type: | Football sim |
| Version: | UK |

graphics

The stadiums look nice. Shame about the players

78

sound

Excellent considering cart limitations

86

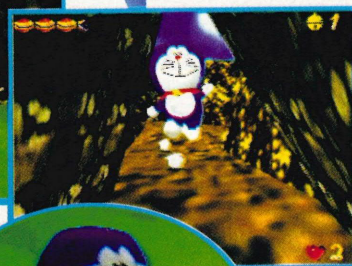
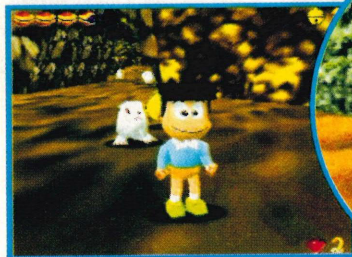
playability

Probably the best FIFA incarnation yet!

70

overall

76



▲ That's a mad haircut you've got there son. But you know something? I think he's OK.

▲ Yo! My name's Doraemon and we're getting on the pop-train to Sugartown! Beware, be armed, come on!

▲ I want to take him home with me!

Justin's Comment

It's very difficult to play this game without drawing comparisons to *Mario 64*, which is obviously going to win hands down. But if you can possibly forget about Mario for a second, and look at *Doraemon* on its own merits I think you'll find quite a quirky little platformer in there somewhere. Despite its similarities with *Mario 64* it does have plenty of of its own original ideas, it's just a shame that these are far outweighed by the ideas that were left out! If you've completed *Mario* and are looking for something vaguely similar then this should keep you amused for a while. Just don't expect the blue and white furball to fill Mario's shoes.

As there anything more annoying than these horrible Japanese game characters, Mario, Sonic and that bleeding Bandicoot? Well actually, yes there is! And we have found it. And worse still, some fool has put it in a N64 game. This latest and most definitely lamest monstrosity goes by the name of *Doraemon*, we very much doubt that anyone reading this will be familiar with this fella so we'll bring you upto speed.

Doraemon, now bear in mind that he is a typically wacky Jap cartoon character, is a huge blue cat that has travelled back in time, from the 22nd Century. The sole reason that he made the journey through the ages, is to protect a little boy, Nobi Nobita and his friend from a gang of bullies! Yep definitely a Jap bloke.

Doraemon is best described as a blue and white bowling pin with a hormone problem, he also has a pouch on his stomach from which he can produce anything. Which is probably very handy, especially if he can produce cans of beer and hopefully half-decent N64 games! Yet alas, we're afraid to say that, the game that has sprung forth from the

Dora

Ahhhh, remember the good of days of the SNES, with all those poo platform games? Nope, well let us refresh your memory!

big blue boy's belly is far from living on good street.

For a start, try and think of the most boring and over used genre you can.

Platformers, right!

Yep, the curse of the 16-Bit market has already taken hold of the new Nintendo monster. Much has been written about the so called merits of *Mario 64*, yet under all the visual gloss, it still remains a very dull and flat platform romp! By

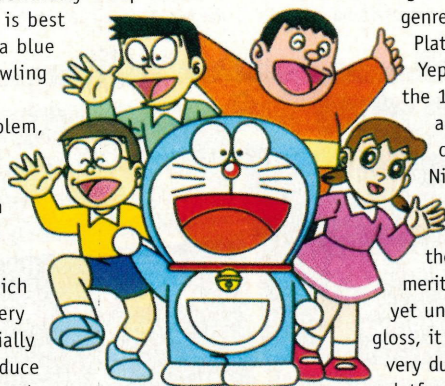
simply relocating the genre into the third dimension and thus leaving the gameplay unchanged, Nintendo expect

us to still happily part with our cash, which is nothing short of lazy. The have the most powerful games machine on the planet and still release platform games. Oh come on!

We're on a mission

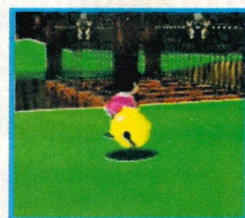
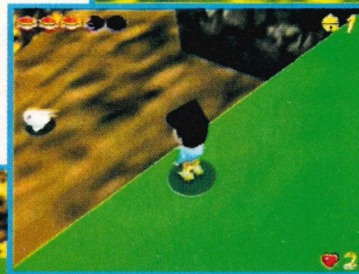
Yep you guessed right, the game involves guiding *Doraemon* and four of his friends, around and exploring a vast 3-D world, which looks exactly like *Mario 64*, of mountain areas, volcanoes, ice worlds, water levels — I won't bother going on, as you have heard it all before. The worlds are populated, also like *Mario*, far too sparsely by characters from the toon, which is great if you have seen it, but if you're Japanese you go rather dribbly!

Each one of the player characters, has different attributes and abilities.





▲ Babsy be the cool girl in the pink dress and the red shoes! I bet she kicks bully butt when it comes to the crunch. Go girl! Lets play pinball together!



emon

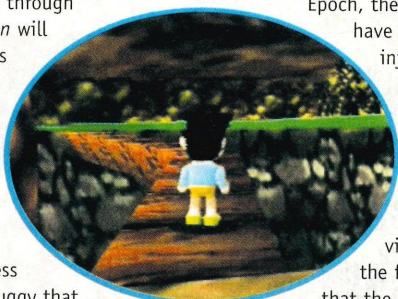
▲ Do you want to meet *Doraemon* and his friends?

Jaian, the overgrown bully, can take out enemies with the power of his voice. Shizuka, the only girl in the team, can jump very high. Nobita, the nerdy fellow *Doraemon* lives with, is an ace with a peashooter, and his rich friend Suneo loves to show off his boxing gloves. Yet *Doraemon* himself is the most handy character, like in the toon, he still has his magic belly pocket from which he can produce virtually any item — a decent game would have been nice.

As you progress through the game, *Doraemon* will gradually get access to "secret tools," which will enable him to access more abilities and thus gain progress to new areas.

For example:

Doraemon gets access to an underwater buggy that lets him drive on the bottom of the sea, a toy propeller that enables him to fly, pills for underwater breathing, and even a winged kangaroo-like dragon to ride. Gosh, now how original is that?



Join our club!

Adding to the massive amount of stolen ideas, *Doraemon* will face off against massive end-of-level monsters, who are actually the stars of the show. The baddies hail from Japanese legends featuring different animals, robots, skeleton pirates and even an evil version of Father Christmas.

At first glance, the visual engine seems to be the same as the one used in *Mario 64*. Yet

Epoch, the designers, have managed to inject some more elaborate lighting effects and cut back on the awful polygon glitching. Sadly the cartoonish visuals are one of the few decent things that the game has going

for it! The music is nothing short of terrible, I suggest that you just get someone to drag their finger nails down a blackboard. Trust me that'll be much easier on the ears!



To conclude, the platform genre has become dull and hackneyed. Even with the injection of new graphics and freedom of movement, it's still a cack jump and run by the numbers boring old game, just like *Mario 64*! (Slightly harsh methinks — Ed.) Yet I guess we'll just have to endure more and more of these lame games, because publishers just want a quick buck and original concepts can't guarantee commercial success. Very sad isn't it!

GD JAMES

Verdict

| | |
|------------|------------|
| Name: | Doraemon |
| Publisher: | Nintendo |
| Developer: | Epoch |
| Players: | One |
| Price: | TBA |
| Released: | TBA (UK) |
| Game Type: | Platformer |
| Version: | Japanese |

graphics

Similar to Mario, but not as polished

81

sound

The Japanese pump, that'll drive you nuts

52

playability

If Mario 64 had never existed you wouldn't know any better!

70

overall

69

Reviews Round-up

This month's selection of past reviews introduces a new twist. As more N64 games are released we plan to compare and re-evaluate older titles, so keep an eye on those overall scores!



64 Super Mario

Ever since this game was first seen, it's been hyped as the 'the greatest video game ever' and to tell you the truth, it doesn't fall far from that heading. Nintendo have brought Mario to life in the most convincing 3D world I've ever seen, he runs, somersaults and can even fly – all superbly animated. All the familiar Mario traits are there as well – the infuriatingly addictive gameplay from his SNES incarnations, the 'throw the controller at the wall and pick it up five seconds later' syndrome. This is what video games are all about. **GB**



Verdict

Name: Super Mario 64
Publisher: Nintendo
Developer: Nintendo
Players: One
Price: TBA
Released: Spring
Game Type: Arcade adventure
Version: US

Overall

96

Cruis'n USA

What on Earth is this? Have I slipped through a time warp? Am I back in the late 1980's? Well, playing this, I certainly could be – scary!

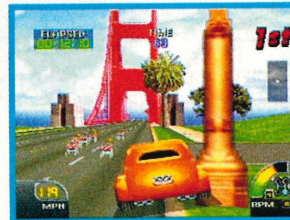
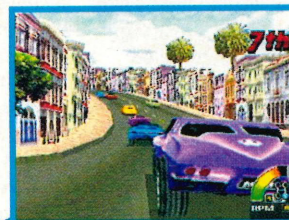
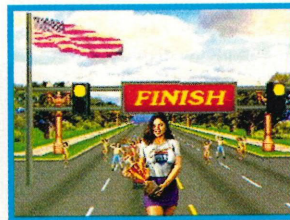
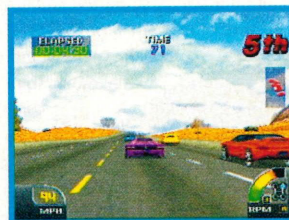
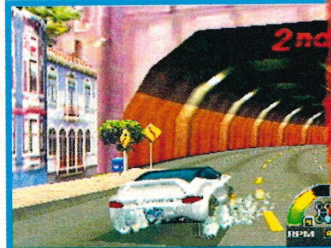
I'm playing a bad version of *Outrun* on a 64bit machine. Come on, who in their right mind would waste their cash on this, when they could play *Rage Racer* on the PlayStation? The game is a perfect conversion of a crap arcade game – so what's the point? *Cruis'n USA* is sluggish, the graphics are dire and worst of all, the playability is thinner than a match stick on a diet, very poor indeed! **GB**

Verdict

Name: Cruis'n USA
Publisher: Nintendo
Developer: Nintendo
Players: 1-2
Price: ETBA
Released: Spring
Game Type: Car Racing
Version: US

Overall

59



Star Wars: Shadows of the Empire



What a complete disappointment! Everyone loves Star Wars and the prospect of a 64-Bit version of Darth and Co seemed pant wettingly good. But all we get is some second rate sub-games, thrown together on a cart – and we're expected to be happy about it?

A couple of the levels are great but for the most part the game sucks. Graphically it is nothing special and, like Nick says, it looks like a SNES game with texture mapping. If Nintendo continue to release such shoddy software as we've recently been seeing, the N64 may not last the test of time! (E)

Verdict

Name: Shadows of the Empire
Publisher: Nintendo
Developer: Lucas Arts
Players: One
Price: £59.99
Released: 1st March
Game Type: Multiple
Version: US

Overall

61

Verdict

Name: Killer Instinct Gold
Publisher: Nintendo
Developer: Rare
Players: 1 or 2
Price: £79.99
Released: Out Now
Game Type: Beat-'em-up
Version: US

Overall

69

Killer Instinct

Play this game on 'Ludicrous' speed and you'll know about adrenaline. Initially fast and furious, it can seem like a 'free-for-all' who can get the combos in first and bash the buttons quickest' test. However, after playing for a while, it has more subtlety than that but nothing that matches the instinctive feel of Tekken. The animation is jerky and at times there's quite a bit of slow-down. Admittedly this is when a 32-move combo is going on – but surely the N64 can handle it? (E)



Gold



Pilot Wings



I never used to be into the SNES game, so I was ready to give this a slating but after playing it for a while, I realised that several hours had passed – and I'd loved every minute. The missions are varied and range from those that you'll find exciting and frustrating, to those that are just plain mellow and relaxing. You can't help but be tempted into just floating around and admiring the scenery. My advice to you is to buy this immediately, it's as close as most of us will ever get to owning a hang-glider, gyrocopter, jetpack, Birdman suit, cannon... (E)

Verdict

Name: Pilot Wings
Publisher: Nintendo
Developer: Nintendo
Players: One
Price: TBA
Released: Spring
Game Type: Flight Sim
Version: Japanese

Overall

95

Mortal Kombat Trilogy

Why has this game come out on the N64? It looks exactly the same as every other version I've ever played. If you're a fan of the *Mortal Kombat* series, then you'll probably like this – just don't expect to see anything new. It's probably as close as you're gonna get to having the arcade machine in your home but as far as I'm concerned, this isn't why I bought an N64. Manage without a beat-'em-up for now and wait for a decent 3D fighter that uses the console to its full potential. Definitely not one to impress your mates with! **EB**

Verdict

Name: Mortal Kombat Trilogy
Publisher: Acclaim
Developer: Probe
Players: 1-2
Price: £TBA
Released: TBA
Game Type: Beat-'em-up
Version: US

overall

78



St Andrews Old Course Golf

Verdict

Name: St Andrews Golf
Publisher: Seta
Developer: Seta
Players: Two
Price: £59.99
Released: TBA
Game Type: Sports Sim
Version: Japanese

overall

58



Golf is just golf, really. Whether it's on the most powerful console in the market, or *Leaderboard* on the ZX Spectrum, the gameplay remains boringly the same. Press the button to start the powerbar, press it again to set the power and then press it a third time to hit the ball. Yeah, that's really challenging... And another thing, considering the N64's graphic capabilities, this looks nothing like *St. Andrews*. Look, don't buy this poor excuse to cash in – go and play the real thing instead and get some exercise. **EB**

J-League Perfect Striker

As the aging cliché goes, it's a funny old game, football and *Perfect Striker* certainly proves that, with some of the most hilarious player animation ever. Just watch one of these guys trying to get up after a particularly bad foul to see what I mean! Having said that, the actual gameplay isn't bad either, especially in two player mode. Swift passing, rasping drives, eccentric keeping and, of course, the all important scoring celebrations. This boy has got it all and is certain to be a worthy addition to the footy sim, *Premier League*. Go and buy it! **EB**

Verdict

Name: J-League Perfect Striker
Publisher: Konami
Developer: Konami
Players: 4
Price: £59.99
Released: TBA
Game Type: Sports Sim
Version: Japanese

overall

93



Mario Kart

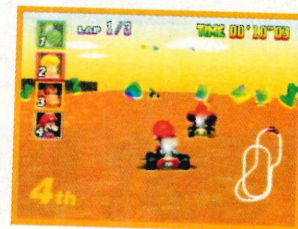
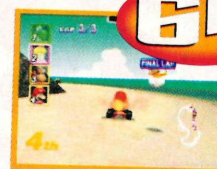
So it's got some new tracks and the graphics are better – but it's still *Mario Kart*, just with a '64' tagged on the end. Don't get me wrong, I was (and still am) a fan of the original game but really, what's the point? If all we're going to see on the Nintendo 64 is souped up versions of old Nintendo titles – and at a souped up price too – you might as well buy yourself a SNES. That said, I can see the appeal of the title for those who missed out first time round. It's still fun and addictive – especially in multi-player mode. Just think carefully and do try before you buy... **EB**

Verdict

Name: Mario Kart 64
Publisher: Nintendo
Developer: Nintendo
Players: 1-2
Price: £TBA
Released: TBA
Game Type: Car Racing
Version: Japanese

overall

93





Wave Race

The closest I've ever come to a real jet-ski would probably be when I was about six, splashing around a Northampton pond in a rubber dinghy. After playing Wave Race I've decided that maybe I should broaden my water sports horizons and try it for real. Quite simply, this is an extremely playable and unusually original piece of software. As far as I can see, the only thing missing is a Pamela lookalike to dive in and rescue you when you fall off. If you're after a racer for your 64, avoid the traffic and take to the waves! **64**

Verdict

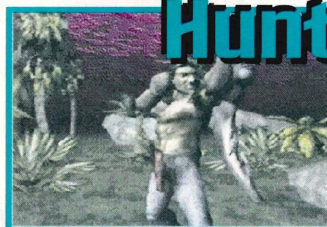
Name: Wave Race
Publisher: Nintendo
Developer: Nintendo
Players: 1 or 2
Price: TBC
Released: Out Now
Game Type: Racing
Version: US

Overall

96



Turok: Dinosaur Hunter



Verdict

Name: Turok: Dinosaur Hunter
Publisher: Acclaim
Developer: Iguana
Players: One
Price: £64.99
Released: Out Now
Game Type: Shoot-'em-up
Version: UK

Overall

93

I'm not normally a big fan of these types of games, but Turok definitely has a lot going for it. The graphics look superb when they're moving and the sounds that surround you as you play are extremely atmospheric. There are a lot of things that impress me about this game but the talking point would definitely be the variety of ways in which your enemies can die. It's so satisfying to see the guy that was trying to kill you, really suffering as he takes his last breath! If you're reading this review in two minds, go with the one that's telling you to buy this. It'll keep you going until Doom 64 arrives. **64**



King of Pro Baseball



Verdict

Name: King of Pro Baseball
Publisher: Nintendo
Developer: Imagineer
Players: Four
Price: TBC
Released: TBC
Game Type: Sports Sim
Version: Japanese

Overall

91

I know nothing whatsoever about baseball – and even less about the Japanese language – but enjoyed my two player session on this as much as I've enjoyed anything for a while. The game is instantly playable and the characters are appealing in a 'laugh at the bloke uglier than you' kind of way. My previous experience of baseball games adds up to a grand total of one game and this is far superior, so I'll fill the rest of this box by making the un-informed comment that this is the best baseball game on the market, which no N64 sports fan should be without. **64**



Wayne Gretzky's 3D Hockey



Verdict

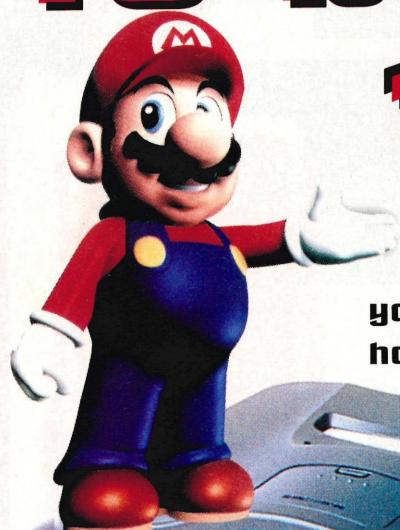
Name: Wayne Gretzky's 3D Hockey
Publisher: Nintendo
Developer: Midway
Players: 1-4
Price: £59.99
Released: TBC
Game Type: Sports Sim
Version: US

Overall

90

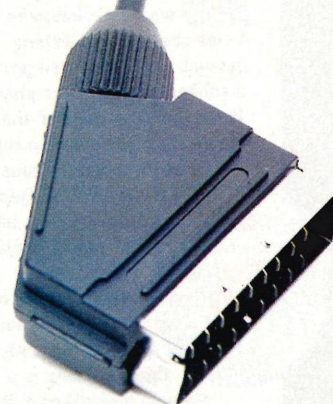
Now this is what I call a sport – faster and more aggressive than footie, ice hockey is one big bundle from start to finish. WG3D Hockey is an enjoyable sim that captures the essence of the sport. It's full of options, stats and genuine players – like any other hockey sim – but graphically it's the best we've seen. With excellent design and playability to match, this one's a must-buy for fans. **64**

To buy or not to buy?



That is the question...

With so few games on the market you've probably got money burning a hole in your pocket, so lets have a look at some of the other stuff you could spend it on...



64 DD Drive

Available in UK:

Supplied by:

Manufacturer:

Price:

Christmas '98?

Photo supplied by THE

Nintendo


£TBA

This is the add-on that everybody's talking about, which isn't surprising considering the possibilities it could bring

when released. As well as the main drive unit (which should be three times as fast as a normal CD drive) which sits under the console, owners will finally find out what that hole in the top of their console is for — extra RAM which will be supplied as part of the 64DD package. This is to ensure that games aren't slowed down by continual disk accessing (unlike those 32 bit machines, where you can spend almost as much time watching loading screens as you do playing the game!).

As well as the potential to produce expansion disks for existing games, it's rumoured that a modem may be incorporated into the 64DD itself, allowing you to download demos from the net and possibly even link up on games like *Doom* and *Duke Nukem*.

Unfortunately there's no definite release date for the 64DD anywhere in the world — and if the Japanese get it in time for Christmas '97 you can bet that we'll be lucky to see it before Christmas '98!

Don't hold your breath! 

Official Coloured Pads

Available in UK:

Supplied by:

Manufacturer:

Price:


June '97

Madeira Games

Tel: See Advert

Nintendo

£29.99

These aren't actually available in the UK as yet but should be launched to coincide with the release of *Mario Kart* in June. They will cost exactly the same as the grey pads and in our opinion are worth buying on import right now for the same price, because they're gonna be hotter than an Eskimo in a sauna when they find their way over here. 

These are, unsurprisingly, exactly the same as the pad that came with your N64, except that they come in a variety of bright colours. These



Blaze Scart Cable

Available in UK: Out Now
Supplied by: Fire International
 Tel: 01302 751428
Manufacturer: Fire International
Price: £29.99

If you're thinking of buying an imported N64, then this cable may well prove to be essential. After playing a Jap console on my telly at home, I rushed out to buy a US one from my local games emporium — only to find that it would only run in black and white when I got it home. Then I discovered this little beauty and my worries were over. It might not be cheap but it does its job better than any other scart lead I've come across. **64**



Blaze S-Video Cable

If your telly has a Super VHS input, then a set of these will give you stereo sound — without the loss of picture quality associated with the AV leads. The audio leads can either be plugged into your telly, or if you're really keen, your stereo. **64**



Jolt Pack

Available in UK: TBA
Supplied by: Photo supplied by THE
Manufacturer: Nintendo
Price: £TBA

The Japanese will be getting these free with their copies of *Starfox 64* apparently, although it's doubtful that we in the UK will get similar treatment (the Japanese also got a grey and black controller included with *Mario Kart!*).

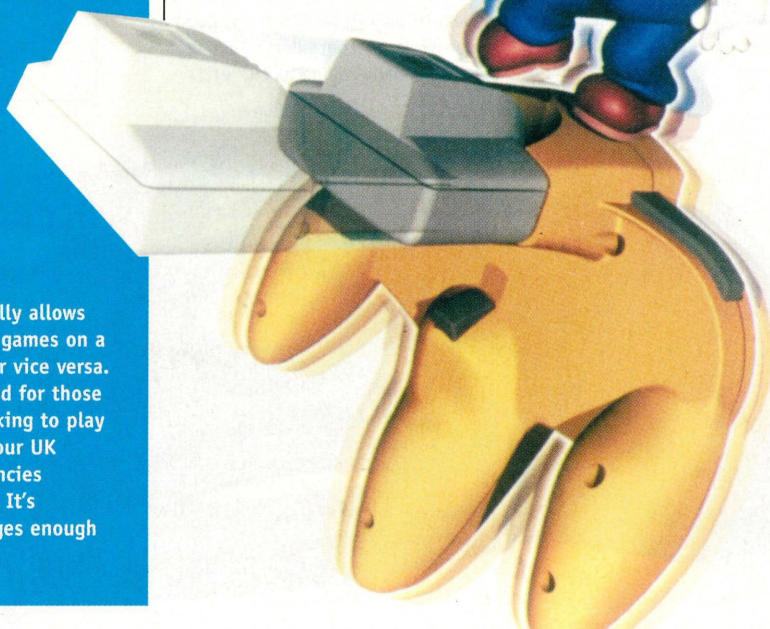
The Jolt Pack is designed to recreate the effects of explosions in games such as *Starfox* and *Blast Corps* — we haven't actually seen one yet but it certainly sounds like a good idea, particularly if similar effects could be implemented into beat-'em-ups and other styles of game. We can only guess at how much this will cost when it arrives in the UK, but anything more than £20 would be asking for trouble in our opinion — especially since the Japanese will be able to buy extra Packs for the equivalent of around £7. **64**



Blaze SFX 64

Available in UK: Out Now
Supplied by: Fire International
 Tel: 01302 751428
Manufacturer: Fire International
Price: £19.99

This adaptor basically allows you to play any US games on a Japanese console or vice versa. It won't be any good for those of you who are looking to play import games on your UK machine, but for anyone with an American console who fancies themselves as a bit of a Japanese RPG player this is ideal. It's certainly a lot easier than trying to file down your cartridges enough to make them fit. **64**





Blaze 1MB Memory Card

Available in UK:
Supplied by:

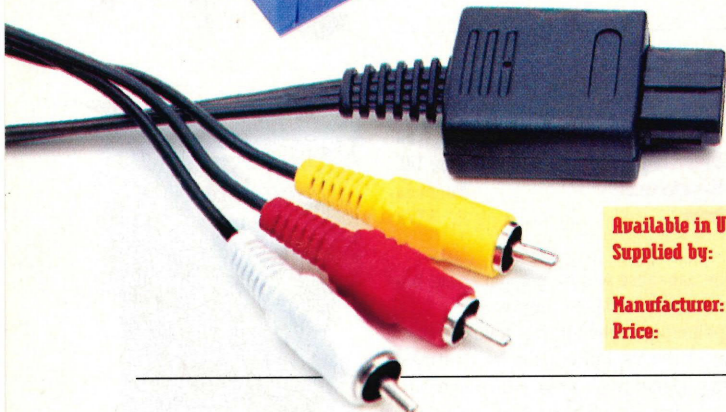
Out Now
Fire International
Tel: 01302 751428

Manufacturer:
Price:

Fire International
£19.99

These cards come in a variety of colours and are four times as powerful as the official Nintendo ones. They stand out from the rest of the unofficial memory cards because of their

unique method of page turning — using two switches rather than a single button. This is definitely preferable because the single button on some cards can be pushed by accident all too easily. **64**



Available in UK:
Supplied by:

Out Now
Fire International
Tel: 01302 751428

Manufacturer:
Price:

Fire International
£7.99

If you're desperate for stereo sound and don't have a Super VHS input then these will do the job. The two audio leads can be plugged into a stereo, while the picture lead goes into your telly. Apparently this won't actually give you as good a picture quality as the S-Video but in our opinion the difference is hardly worth mentioning. **64**

Blaze Stereo AV Cable

Shark Stick

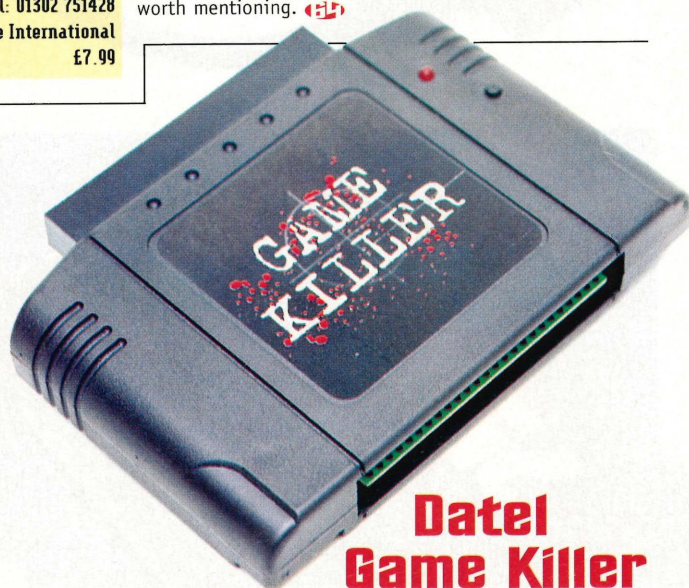
This monster of a controller is actually a lot bigger than the N64 console itself and is, in our opinion, an acquired taste. It'll probably be great for playing some of the more arcade style beat-'em-ups — when they arrive — but at this moment in time it has very little to offer.

The analogue control doesn't come close to the one on the official pad and the 8-way controller is reminiscent of those cheap joysticks that always got broken, when you used them to play *Hyper Sports*. As good as any other 'large' controller — but then that's not really saying much! **64**

Available in UK:
Supplied by:

Out Now
Excitement Direct
Tel: See Advert

Manufacturer: InterAct Game Products
Price: £39.99



Datel Game Killer

Available in UK:
Supplied by:

Out Now
Datel Direct Ltd.
Tel: 01785 810800

Manufacturer:
Price:

Datel
£34.99

The Game Killer comes complete with six pages of cheats built into it, ranging from perfect scores on *Pilotwings* to complete level access on *Wave Race*, *Mario 64* and *Shadows of the Empire*. Cheats for new games will become available on small cards, which should be available from all stockists of the Game Killer. For those of you with import machines this will also double as an adaptor for US/Jap cartridges, so it's definitely worth a look. **64**





Interact SuperPad 64 Plus

These were the first unofficial pads on the market and are also the furthest removed from the official Nintendo pad. The SuperPad sits quite comfortably in your hands — until you actually try to use it. On certain games the pad's flaws won't be noticeable but on others, such as *Turok*, controlling your character can actually be extremely difficult.

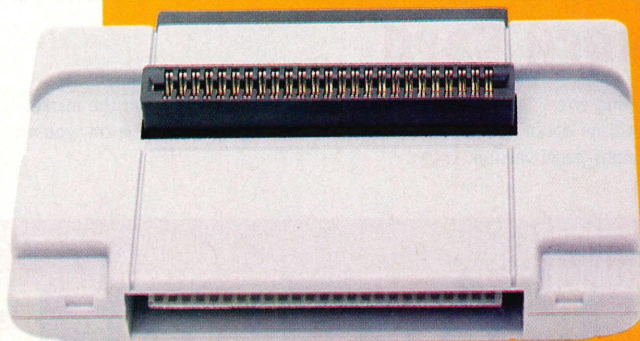
The slow motion and auto fire options are obviously a bonus but these aren't enough to compensate for the awkward d-pad and control stick positions, which never really seem comfortable. The ideal location for either of these would appear to be directly in the middle of their current locations. If at all possible, this is one you should try before you buy. **CB**

Available in UK:
Supplied by:

Out Now
Premier Direct
Tel: See Advert

Manufacturer: InterAct Game Products
Price: £29.99

Universal Convertor



Available in UK:
Supplied by:

Out Now
Premier Direct
Tel: See Advert
£34.99

Price:



At present this is the only adaptor on the market which actually allows you to play foreign games on your UK N64, by plugging a UK cart in the back with the foreign one on top you should be able to play most of the import games currently available. We've been trying one out for a few days and the only problems we've had were with *J-League* — which lost some picture quality — and *Wave Race 64*, which wouldn't get past the title screen. The bad news is that these are currently selling for around £35, but don't despair! Fire International hope to have one available soon for £15. **CB**

Datel Mega Memory Card

This monster of a card is twenty times bigger than an ordinary one and uses an LED display to let you know which page you're currently on. This card is great value for money and certainly the most powerful on the market. Your only problem after buying one of these will be playing enough games to fill it! **CB**

Available in UK:
Supplied by:

Out Now
Datel Direct Ltd.
Tel: 01785 810800

Manufacturer:
Price:

Datel
£34.99



Datel Memory Card Plus

Available in UK:
Supplied by:

Out Now
Datel Direct Ltd.
Tel: 01785 810800

Manufacturer:
Price:

Datel
£19.99

Four times as powerful as the official card, Datel have managed it again.

The only difference between this and the Blaze card is that this one


uses a single button to turn the pages — which is actually easier — but can sometimes be pushed accidentally when removing the card from the controller — oops! **CB**





Blaze X-Tender

Available in UK: Out Now
Supplied by: Fire International
Tel: 01302 751428
Manufacturer: Fire International
Price: £8.99

Most N64 pads come with fairly long cables anyway but with several great multiplayer games looming on the horizon, it's always handy to have a little extra length. The new X-Tender from Blaze is the first on the market and extends your joypad's reach by 2 metres, which should be more than enough to help you squeeze four players around your console. Miles has also come up with an ingenious plan, whereby he uses three cables all plugged into each other to play his N64 from the toilet. 


Carry Case

Available in UK: Out Now
Supplied by: Excitement Direct
Tel: See Advert
Price: £13.99

To be honest, this is little more than a record bag with the Nintendo logo printed on the front. Sure you could put your console in there with a few cartridges and controllers but you could just as easily use it to carry your swimming kit around in. My point is that although this is nice for use with your N64, it isn't specifically designed for this purpose, like the Deluxe model. 

Available in UK: Out Now
Supplied by: Excitement Direct
Tel: See Advert
Price: £27.99


Carry Case Deluxe

This Deluxe case from THE Games has separate compartments for holding the console, 2 pads, 6 cartridges and 6 memory Paks. If you're always taking your N64 round to your mate's house and would rather not do so in a carrier bag, then this is definitely your best option. It comes complete with a shoulder strap and one of those embroidered logos that Justin likes so much! 



Available in UK: April '97
Manufacturer: Nintendo
Price: £14.99

Official Memory Card

The Nintendo Controller Pak (not a typing error) is cheaper than most of the unofficial Cards on the market but has a much smaller capacity. Purists will no doubt buy it for the Nintendo logo but for a little extra, you're probably better off with a 3rd party 'multi-page' version. 

WIN! 10 Mini Boy 55





NINTENDO 64

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Keyrings up for grabs!

This highly desirable accessory has 55 different games on it, or at least 4 with 55 difficulty settings between them. It comes in a range of colours and we've got 10 of them to give away to anyone who can answer the following question and get their entry in before May 30th.

Q. The Mini Boy 55 has Four different games on it — which of these is NOT a Mini Boy title?

a. Tetris b. Snake c. Wave Race d. Galaxia

Entries should be on the back of a postcard or sealed down envelope, and arrive on or before May 30th 1997.

Send your entries to:

TOTAL 64 Magazine
Rapide Publishing
1 Roman Court, 48 New North Rd.
Exeter, Devon. EX4 4EP

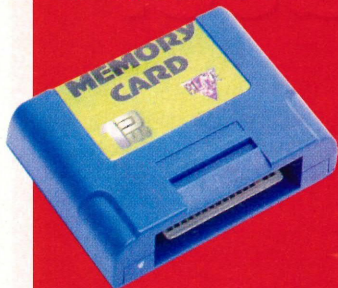
The winner's names will appear in a future issue. The editor's decision is final and no correspondence will be entered into (even if you do enclose a huge bar of chocolate!).



FIRE

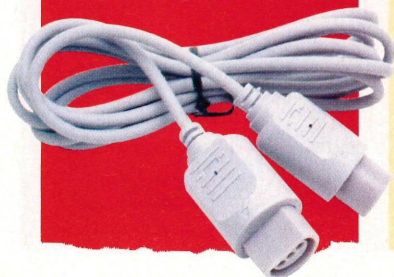
From this month on, these pages will be sponsored by Fire International, the manufacturers and suppliers of the BLAZE range of videogame accessories.

Each month the writer of the star letter will receive a bundle of BLAZE goodies, which includes many of those in our peripherals feature this issue. So if there's anything you want to ask us or comment on, please don't phone us and stop us working on your favourite mag. Write us a letter, because we'll think a lot more of you as a human being – and you'll have a chance of winning some top accessories.



You can write to us at:
The Firing Line
Total 64 Magazine
1, Roman Court
48, New North Road
Exeter, Devon, EX4 4EP

Or email us at:
firing_line@rapide.co.uk



the Firing Line

DEAR SIR,

Got the new mag last night, it would be a good idea if you let the readers know if you have reviewed a pal or import version. Otherwise I enjoyed a mag!

Keep up the good work.

PS. Is there a release date for *Wave Race* yet?

■ Peter Connaw - via email

The Truth...

Presumably you're referring to issue 1, where we neglected to include which version of the game we were reviewing. By now you'll have seen that we actually included this information back in issue 2.

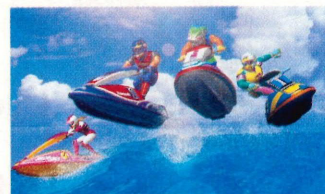
As for *Wave Race*, the latest release date we've heard is towards the end of April but then in all honesty, that could actually mean anytime between now and Christmas!

DEAR T64 TEAM,

I am writing to thank whoever among you wrote the *Wave Race 64* tips section in issue 2. With the aid of your magazine, my favourite game has just got even better. I haven't managed to get the Glacier Coast course yet but I've got Twilight City and I've



Got a burning N64 problem? Fancy a good moan? Step up to the Firing line, my friend!



managed to get the Dolphin Cheat working. Are there any more cheats for this superb game or am I just being greedy?

Keep up the good work!

■ Mr. T. Fletcher - via e-mail [U5]

The Truth...

The section you referred to was written by PLAYSTATION SOLUTIONS writer, Justin Calvert as a freelance project. Justin has since become our Editor and considers himself to be a *Wave Race* pro. So, if anyone out there wants to send in their best times or trick scores, maybe we could compare them with his.

As yet we don't have any new cheats for *Wave Race*, so keep trying to get the Glacier Coast track and we'll let you know as soon as we do.

DEAR SIR,

As an owner of an English N64, I am getting fed up with the lack of games available over here, compared with in America and Japan. Here we are, 6 weeks after the console was released and there are still only a handful of games in the shops.

Where are the UK versions of the games like *Wave Race* that have been out in America for some time? Surely they don't take that long to port across!

Here's a list of my top 5 games I think are out but aren't yet available in the UK:

1. *Doom 64*
2. *Wave Race*
3. *Mario Kart 64*
4. *Blast Corps*
5. *Killer Instinct Gold*

To name but a few – don't Nintendo realise that their machine is being sold over here

yet? And if they do, then why aren't they releasing any games for it? I for one am beginning to think that I should have opted for a cheap PlayStation rather than my N64. I feel like I've gone out and bought a Porsche, only to be told that nowhere in this country will sell me the petrol I need for it!

I know that it's not your fault but perhaps if you print this letter someone from Nintendo will read it and decide to get their ass in gear with some UK releases.

Thanks for producing such a top mag, despite the lack of games available to you!

■ C. Platt - Bournemouth

The Truth...

We've had a few letters on this subject and understand how frustrating it can be for UK console owners to read about games that

are already being played across the Atlantic. Obviously converting the games for PAL is a factor but – as you stated in your letter – it's hard to believe that this would actually delay UK releases by the amount of time that we are currently having to wait.

Another problem at the moment, is that the N64 is slap bang in the middle of a vicious circle, where games publishers are waiting for more consoles to sell before releasing their games – blissfully unaware of the fact that many people are probably waiting to use their game as a reason to buy the console in the first place.

If anyone else would like to comment on the situation – including any people in the industry that might be reading this – then please send us your opinions and maybe we'll be able to use them in a special feature next issue.

DEAR TOTAL 64 MAGAZINE,

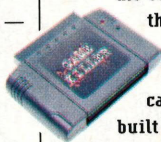
I have a UK copy of *Pilot Wings 64*, which I think is one of the best games I've ever seen. However, I'm not very good at it and have only managed to gain one bonus level — the Birdman. Are there any cheats that would allow me to try out the other bonuses without actually earning them?

Also do you know if there's a *Pilot Wings 2* planned?

Yours Faithfully
■ Mr. C. Manson -
Cardiff

The Truth...

Unfortunately we don't have any cheats that will allow you to reach the bonus levels. The only thing we can recommend is that you invest in a Datel Game Killer cartridge, which has a built in cheat to give you perfect scores on every round. As for *Pilot Wings 2*, we've not heard anything yet but wouldn't rule out the possibility.



DEAR LETTER PAGE,

I own a UK Nintendo 64 and in a couple of weeks I'm going over to America on holiday. When

I'm out there will I be able to buy lots of Nintendo 64 games and play them on my UK machine?

Do I need a special adaptor or PAL/NTSC converter? Are the games cheaper out there? Rapid response will be much appreciated as I'm going in 3 weeks!

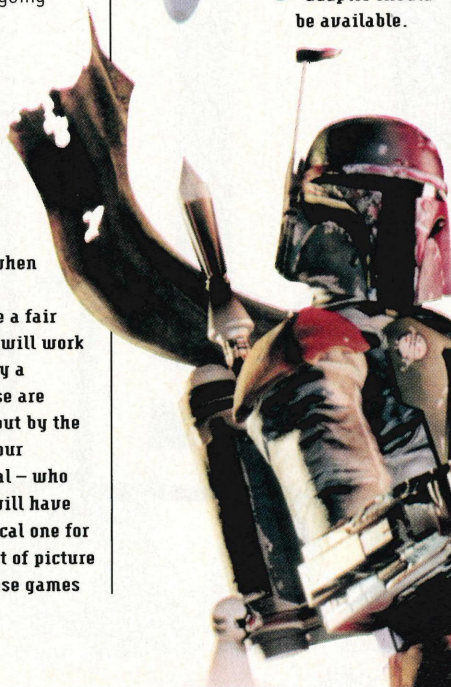
Yours Sincerely

■ David Waller -
E. Yorkshire

The Truth...

Lucky you Davey! The closest I've ever been to America was last week, when I had lunch in our local McDonalds. The games are a fair bit cheaper in the US and will work on your UK N64, if you buy a Universal Converter. These are currently selling for £35 but by the time you get back from your holiday, Fire International — who are our new sponsors — will have released an almost identical one for about £15. You'll lose a bit of picture quality when playing these games

over here — especially if your TV isn't SCART compatible — but in our opinion, some of the games out in the US would definitely be worth getting hold of while you're over there. **WARNING:** The converters on the market at the moment very rarely work with *Wave Race* for some reason, although by the time you get back a genuine TRULY universal new adaptor should be available.



Star Letter

DEAR TOTAL 64,

I've got both of the two TOTAL 64 mags that have been on sale so far and both of them have been absolutely fabulous! Your reviews round up in the second issue was a great idea for people who missed the first issue and the review system is ace because it's so unbiased (unlike some of your competition — namely the official Nintendo mag who said that *Shadows of the Empire* was worth getting!) but it might be an idea to include a section which explains the ratings in more detail.

Another good thing is the competitions — no other magazine that I have seen has given away 11 N64's and 3 games in just two months! Even though all of those things (plus the News section) are brilliant I think that maybe the price is a little high and in the first issue you promised a guide to *Mario Kart 64* and I couldn't find that in the next mag — but don't worry! Your mag is ace and you won't be losing my custom.

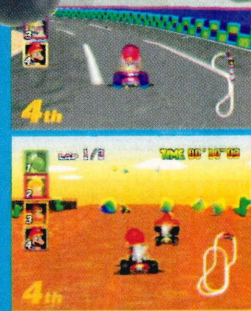
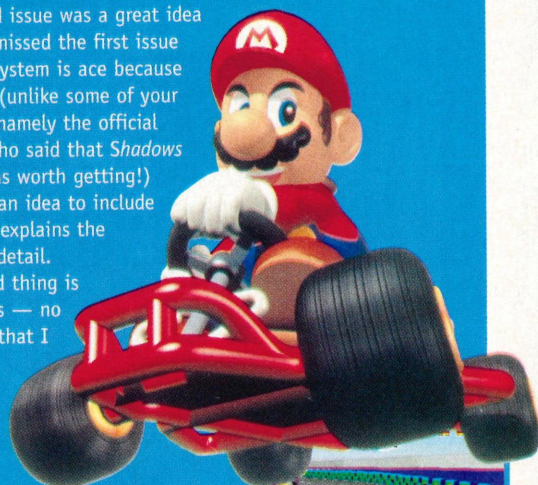
■ Ben Foster [14] - via email

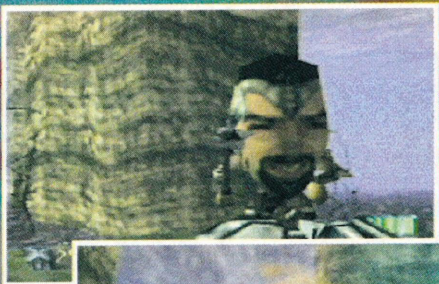
The Truth...

Cheers for the compliments Ben and congratulations on becoming our first winner of the star letter competition, sponsored by Fire International. Your prizes should be in the post as you're reading this.


A section to explain the ratings we give games is a good idea, which you'll notice we've implemented in this issue. The only difficulty is that at present, we have four different people reviewing games and all of us have our own criteria for scoring games. We do however, always try to include comments from other reviewers whose opinions might disagree with those in the main review, so you're not just getting one person's particular opinion.

The reason we haven't printed the guide to *Mario Kart 64* yet, is that the release date was put back yet again, meaning that our guide would have come out long before the actual game. Rest assured that we'll print a complete guide as soon as this classic multiplayer game is released.





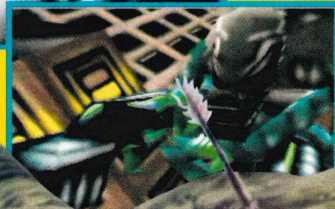
Tur Dinosaur

A caveman with a headlamp and a spear looking up at a dinosaur.

Millions of years ago, when Dinosaurs roamed the earth, your smart caveman wouldn't leave his cave without several large guns capable of destroying entire forests. However for some of these brave Neanderthals, firepower wasn't enough. So those whose brains had evolved to the point that they were capable of shopping would rush out for their copy of Total 64 and make room for it in their loin cloth.

OK Hunter

The Complete Solution!



IF there are two elements that really sell videogames then it has to be guns and dinosaurs — and Acclaim's *Turok: Dinosaur Hunter* has them both! The game is based on the comic book series of the same name and really shows what Nintendo's new 64-bit wonder machine is capable of. This walkthrough gives you the locations of the main objects and points of interest in each level, where to find weapons and a breakdown of the enemies and bosses — plus a comprehensive set of cheats. Happy dino hunting!

Choose your weapon!



■ Knife

You'll only want to use your blade as a very last resort, when you've either run out of ammo or are conserving it for the bigger enemies that are on offer.

■ Tek Bow

A high tech bow that Robin Hood could only dream of. Will take most enemies out with a few well placed shots from distance but be warned, it's useless against some of the advanced enemies.



■ Pistol

The first stage in packing some serious heat. It's a fairly basic weapon that can hold its own, as long as you pick up ammo clips, until you discover one of the stronger automatics.



■ Assault Rifle

Now we're starting to get somewhere! This little beauty can take out dino in three round bursts and the bonus is, it uses the same ammunition supplies as the pistol.



■ Shotgun

When the battle is up close and personal, the shotgun will dispatch most beasts to a bloody death. This is even more true if you can get your hands on the explosive shells.



■ Automatic Shotgun

The same applies for this killer weapon, except you don't have to worry about pumping another round into her — she'll just keep on firing. Will take the explosive shells as well.



■ Grenade Launcher

This is another step up in the destructive stakes and it's guaranteed to please fans of mass mayhem everywhere. It'll take out pieces of the landscape as well as the enemy.

■ Pulse Rifle

The perfect weapon for the hunter that likes to keep things at a distance. The pulse rifle fires plasma bursts and can be easily reloaded by collecting the energy cells.



The Hub Ruins

Level One



Set in dense jungle, this level sets an eerie atmosphere for the game, with ruins littered among the trees. You can access all the other levels from here.

● **1st Level 2 Key** — Moving South from the start, go over the bridge and further South to a wall with vines climbing up it. Up the wall and to the South again, you'll find the key.

● **2nd Level 2 Key** — While facing the platform that held the first Level Two Key, step on the switch to the left. This opens a gate — go through here and keep to the left-hand wall until you reach more vines. Climb these and continue around the bend until you reach the platform with the second key.

● **1st Save Point** — Drop off the platform from the second Level Two Key and go left. Stay left through the Checkpoint and you'll come to some timber archways — through here is a teleporter to use. Move forward now and jump over the platforms to another Checkpoint, then run and jump to the vines. Climb these and prepare

to defeat the Purlin before jumping up to the upper level. Follow the path and climb another vine wall. The Save Point is simply a jump from the end of the set of logs.

● **3rd Level 2 Key** — From Save Point one, go North and over the timber bridge — you'll come to platforms in a lava pit. Kill the enemies around here to raise the platforms, then jump on to reach the higher level. Go into the teleporter then forward to hit the switch. You'll eventually open the two log gates. When they open, go forward again and take the first left you come to. Down this path are three ladders to climb. Go forward from the third ladder and right to jump a gap. The third key will be here.

● **1st Level 3 Key** — Go North from the location of the third Level Two Key, then up a vine to find a cave. Inside you need to find the teleporter by using the map.

Enter the teleporter then go forward and down to cross a bridge — there's a Checkpoint on the other side. Follow the log pathway and climb the ladder at the end, then jump over the platforms to reach another teleporter. Go forward out of this one and take the left to reach a third teleporter. After going through this one move forward and go right for the first Level Three Key.

● **Chronoscepter Piece 1** — From the location of the first Level Three Key, go back into the teleporter to enter the maze. You need to walk forward to the wall then left and through a Checkpoint. Follow the right-hand wall to the second passageway, go through here and right. Follow the right-hand wall to another passageway — through here is the final path to the Chronoscepter Piece.

● **2nd Level 3 Key** — From the location of the first Level Three



Key again, follow the instructions for the Chronoscepter Piece until you exit the Checkpoint and go through the second passageway. Go through but this time take the first passageway you come to, then the next passage on the right. Through the foliage here is the second Level Three Key.

● **3rd Level 3 Key** — After collecting the second Level Three Key, go through the maze and through the teleporter. Now follow the pathway and climb the ladders to reach the top. You'll find a dead end here, drop down into the pit and enter the cave. You'll eventually

come to a stretch of water — swim through this to a set of pillars. You need to jump from one pillar to the next, to make your way to the top, then enter the teleporter for the third Level Three Key.

● **Semi-automatic pistol** — Go into the water to the left of the timber bridge, forward from the start. Keep to the left-hand wall in the water to find the entrance to a cave. You'll find the weapon at the end of the path inside.

● **Automatic shotgun** — From the location of the second Level Two Key, drop off the ledge and keep to the left-hand wall, past the three plants. Along this wall is a section you can climb up, but which is missing the usual vines. When you reach the top go straight on to find the weapon.

● **Shotgun** — From the location of the second Level Two Key, drop off the ledge and go left, following the pathway to the Checkpoint. Keep to the left wall and go up the ramp, then right from the top. There's a sloping ladder here, which you need to do a running jump from to reach the Shotgun.

● **Assault Rifle** — From the location of the first Level Three Key, move away from the pedestal and go right to enter the water. Swim to the end and you'll find the weapon you're looking for. **64**

Mini Gun



Without doubt the fastest, most exhilarating weapon on offer, the mini gun is sure to take out everything in its path. However, it does have a disadvantage — it goes through ammo as fast as a knife through butter.

Alien Weapon

These will be left behind by the slaughtered aliens and can be picked up to add to your arsenal. They fire anti-matter charges that create one hell of an explosion.



Quad Rocket Launcher

As the name suggests, this is a rocket launcher capable of terrible mass destruction. Works on the same premise as its baby brother, but creates an even greater area of devastation.



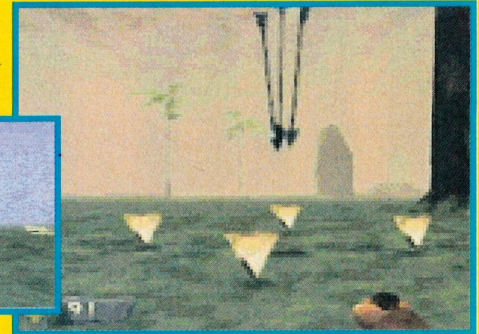
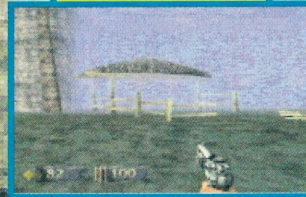
Particle Accelerator

An interesting weapon to use, that fires a high energy blast at the enemy. It is bound to excite the devil in us all as it turns those it hits into a quivering lump of jelly... mmmm.





▼ So we'll go some place else and buy the plastic patio set — c'mon drop the gun!



Level Two The Jungle



Take the area covered by level one and double it — that'll be pretty close to this jungle caper. Be careful out there!

● **1st Save Point** — There's a pathway right at the start of the level — follow this until you reach a few timber bridges. At the end of these keep to the left-hand wall as you pass the ruins and go through the Checkpoint into the village. When you reach the lake, jump in and swim on past the waterfall and out to the second village full of huts. Walk past these and keep to the right wall to some more ruins. Through these is your first Save Point.

● **Chronoscepter Piece 2** — After the first Save Point, follow the pathway through a Checkpoint and keep to the left wall as you pass two Purlin creatures. There's a hill to climb up ahead, then move down the pathway, past the two



fiery statues. Now turn left and climb the vines to the top of the cliff. Move past the buildings up here to the edge of the cliff and fall off and land on the small path down below. At the end of this pathway you need to make a jump to the platform containing the Chronoscepter Piece. There's a switch inside the building near here that opens a secret passage to the left, where you will find a Spiritual Invincibility.

● **1st Level 4 Key** — Follow the directions to the first Save Point again, until you reach the water that's in



the village. Now swim through to a cave underneath a giant tree. Make your way through the cave and your prize on the other side will be the key, up on a platform.

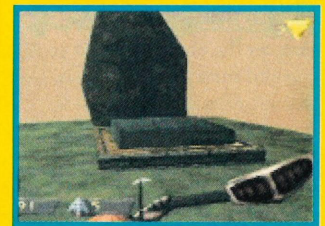
● **2nd Level 4 Key** — This time follow the directions for the second piece of Chronoscepter

until you reach the fiery statues. Now go right and through the Checkpoint to find a pathway. Follow this along the right ledge and you'll see the key in a cave opposite you.

Make sure you're facing

North and walk off the cliff — you can then enter the cave. Follow this pathway to the opening, then jump over to the other side. You'll find the key in here.

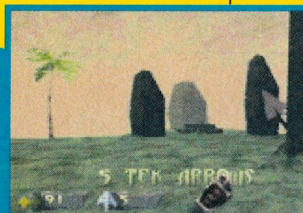
● **2nd Save Point** — When you see the cave where the second Level Fourth Key is found, face North and walk into the teleporter. When you appear again, move



Poacher

Found in: Levels 1–6

These guys are dressed in brown trousers and green vests and wear baseball caps. They are armed with pistols, shotguns or knives, so you would think they were quite deadly — but they're not. The knife is probably the best weapon to kill those armed with a knife, as it won't lose you any ammo and you can get close to them without damaging yourself too much. If they carry a gun, hide behind a handy tree and use sniper fire. When dead they give health and clips power-ups.



Beetle

Found in:
Levels 1–7

These little black bugs might look harmless enough but if you don't get them in time they will attack repeatedly where you can't see them! The knife is the best form of attack — slashing out can kill two or three beetles at once.



▼ Think palm trees, think peace, tranquillity and paradise islands. Hope, think 'kaboom'!

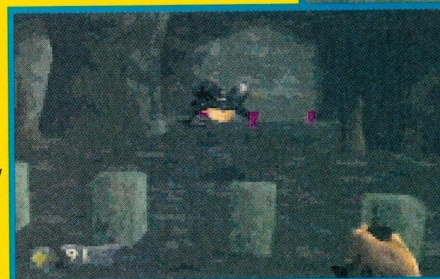


right and then go straight ahead to find the second Save Point for level two.

● **1st Level 5 Key** — After reaching the second Save Point, keep to the left wall and go through the Checkpoint you come to. Climb the hill ahead and the pathway will take you to a temple. There's a rope bridge to cross around the back — use it and kill the Purlin before entering the cave. After the cave you must jump into the water and swim through another Checkpoint. Keep to the right-hand wall and you'll eventually reach deep water with an underwater cave. Use the map wisely to exit the cave, then defeat the creatures you find. Move forward from here and go up using the platforms, then fall off the cliff up ahead. Now you should be near

the exit but instead of taking it go to the side and down the hill, where the key will be waiting.

● **Mini Gun** — Follow the instructions to reach the first Level Five Key again but when you enter the



▲ A little more powerful than your regular Robin Hood number...

cave after the rope bridge, look out for a room with a gun behind a see-through wall. You need to use the Grenade Launcher to reach it. Three bits of life force and some Tek Armour are also here. **64**

Campaigner's Soldiers

Found in: Levels 1-6

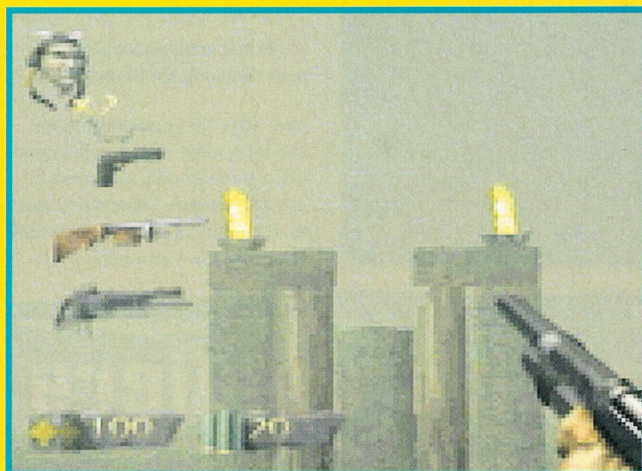
There are two kinds of campaigner soldier — shirtless ones that carry shields or clubs and those with body armour that carry long spears. You can pretty much use any weapon you like on them and they die quite easily. Watch out though — some carry grenades too. When dead they leave health, clips, shells and grenades.

▼ Think Lara in *Tomb Raider* and her encounter with the T-Rex, then check this out — who's hardest?

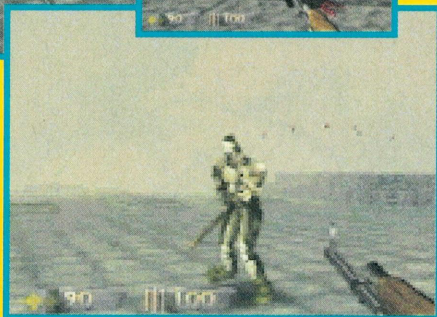


The Ancient City

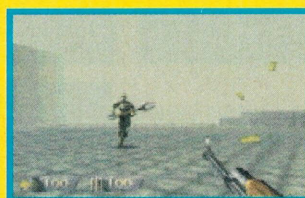
Level Three



▲ The huge range of truly excellent weapons in *Turok* make it something special. Although your initial knife and pistol are pretty weedy, you'll soon work your way up to the big stuff.



▲ Are you lonesome tonight? In your long, lonely fight? Tell me *Turok*, do you love all the strife? Actually, I don't 'spose he really wastes much time in tuneful reflection, now I come to think of it.



▲ Come on then pikey, a little bit closer, bit more... *Turok* is such a tease!

Finally you escape from the jungle and enter a mysterious ancient city, complete with plenty of buildings to explode and cool pyramids.

● **1st Save Point** — There's a large building directly North from the starting position, walk up to it and climb one of the two staircases. At the top, go into the middle of the room and jump into the pool, swimming out on the other side.

Climb the staircase here and then follow the path to the left to cross over a very thin bridge. Up the next staircase is a Checkpoint, move through it and keep to the stone path up the stairs. At the top will be a small pyramid, go forward to a larger pyramid — the first Save Point is inside.

● **3rd Level 4 Key** —

There is a teleporter in the room with the first Save Point, step into it to appear on top of the giant

pyramid. Turn to the West and you'll see a small building to jump to. Take the pathway here to reach the third key.

● **2nd Level 5 Key** — Back at the location of the first Save Point again, go through a passageway behind the pyramid and climb to the top of the staircases until you reach a switch on the floor of a building. Hit the switch and go down the stairs that have appeared behind you and through a Checkpoint. Up the next set of stairs is a teleporter to use. Go straight on when you exit to find the second key.

◀ Are those spent bullets or skull fragments flying off there? Either way, I don't think he's got long for this world...



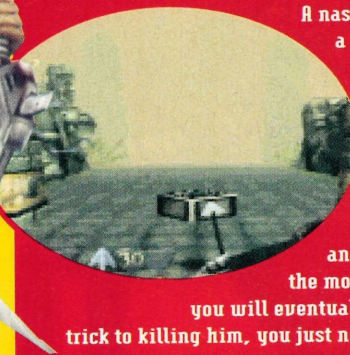
Armoured Cars

These vehicles fire missiles at you, so it's best to stay behind them and fire constantly. They have a really large turning circle, so trailing them is relatively simple. Your main problem will be ensuring you have enough ammo to do them serious damage before they polish you off.



The Mercenary

A nasty piece of work – this geezer is a commando with a pulse rifle which you can steal when he's dead. It's best to use long range weapons like the auto shotgun or assault rifle, as you don't want to get too close to this guy – his kicks are deadly. Stay to the outer edge of the room and fire constantly. If you stay on the move and keep up your firing rate, you will eventually see him off. There's no real trick to killing him, you just need some serious firepower!



There's a fundamental difference of opinion here – some people think it's smart to ride the beasts but Turok just wants to kill them all – and their riders!

● **2nd Save Point** — After finding the second Level Four Key, go forwards and climb the staircase to the large pyramid. Down the stairs here there are Purlin to kill off before continuing into a large room with beetles on the ground. Use the teleporter in the centre of this room. You'll appear on top of a pillar. Hang around a while and the pillar will drop to reveal another teleporter — go through. Take the path into a small building and hit the switch to lower the logs and allow yourself access to another

passageway. There's another teleporter in here, go in and past the Checkpoint then up the staircase to the very top of the pyramid. Enter the water and swim to the opposite side, then go up the hill and flick the switches you find there. Now leap from platform to platform, following the pathway to eventually find the second Save Point.

● **Chronoscepter Piece 3** — Stand facing the second Save Point then turn to your right. Jump along the platforms here until you can turn right again, straight on or left — find the vines nearby. You must run and jump to the vines and



climb up the cliff side. Walk on from the top and you'll find the illusive piece of Chronoscepter.

● **3rd Level 5 Key/Pulse Rifle** — Again, start by facing the second Save Point and go through the platforms until you reach the point with a choice of three directions again. This time go straight on and carry on jumping up to the large pyramid. Up the stairs here is a portal to enter — this transports you to the boss area where you'll meet — The Mercenary. When you've defeated him you will be rewarded with the third Level Four Key and the Pulse Rifle! 64



Ancient Warrior

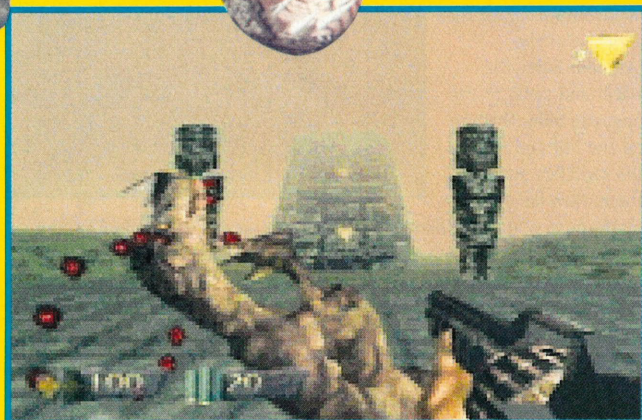
Found in: Levels 3–6

These warriors look like they're dressed up for Halloween – they wear skeleton costumes! Some carry blow guns and pole arms, others just clubs. If they have a gun get rid of them as soon as possible, as they rarely miss and one hit from them takes 12 health points. The ones without a gun can be killed successfully with three knife hits. The shotgun is the best weapon though, needing only one hit with an explosive shell, or two with normal ammo to finish them off. They leave health power-ups when dead.



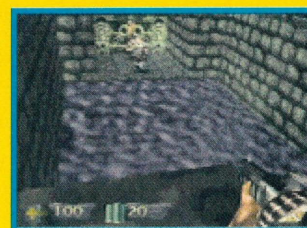


Level Four The Ruins



▲ It has that empty, ominous look that just tells you a big bad monster will coming springing out any time.

▼ Time for a refreshing dip after a rigorous bit of slaughter. Nice.



This is where the game really starts to toughen up. It's set in the ruins of an ancient and forgotten city. Be on your guard!

● **1st Save Point** — Most levels in *Turok: Dinosaur Hunter* have a bridge forward from the starting point — and The Ruins is no exception. Cross the bridge and keep to the right-hand wall to pass through the Checkpoint. Now you'll have to kill the High Priest before jumping up to the top of the fire pillars. Up here you should find a switch to pull — this opens up a new pathway down below. Use the path and move forward to some dilapidated buildings. Up at the top of the pyramid here is the first Save Point.

● **1st Level 6 Key** — Follow all the instructions to reach the first Save Point again, until you open



▲ One minute you're admiring the architecture of a lost civilisation...

up the new pathway with the switch on top of the fire pillars. Go down the pathway but this time hang a right and kill off the Purlin down here. When he's dead, enter the teleporter. You'll now find yourself in a disorientating maze. Slowly work your way through, heading for the cave in the top-right corner. Inside this is a set of underground ruins to walk through — at the intersection in the ruins walk on forward. Keep to the pathway right through the Checkpoint and kill the Purlin to uncover a secret entrance where the wall was. Go through and up one of the staircases to find a room with swinging rocks. The first Level Six Key is in here, waiting to be picked up.

● **Grenade Launcher** — From the start of the level go forwards and take a leap into the water. Keep to the left-hand wall down here until you reach the deeper area. Dive down deeper and swim into the cave you find — at the other end

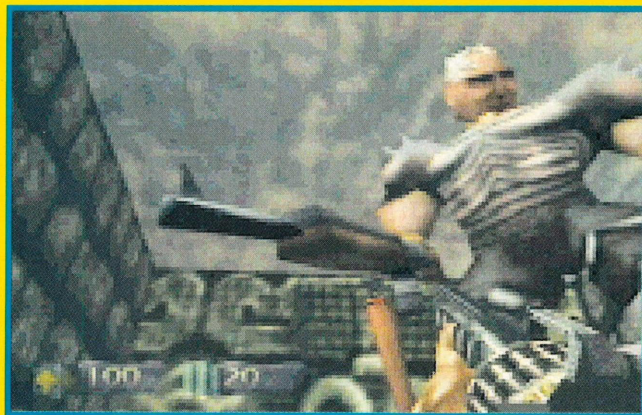


▲ 'If it moves, shoot it' is the general rule of thumb for dinosaur hunter types and who can blame them?

Giant Dragonfly

Found in: Levels 4, 7

You wouldn't think a giant flying bug would cause you too much trouble but the Giant Dragonfly is a real pain in the neck! Always make sure you're facing the beast, as it will leap at you once you've turned your back. The knife is the optimum weapon — but make sure you are aiming high.



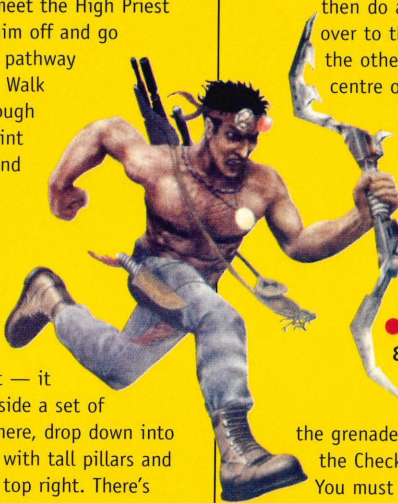
of the cave is a teleporter to use. Hang a left from the other side of the teleporter and take a jump over the ravine. Climb up the ladders on the other side and go through the Checkpoint. Jump from platform to platform here until you come to a set of vines, climb these. Follow the pathway at the top to a trio of life-force, an energy cell and a tree. Facing the tree, do a running jump over to the platform on the other side of the ravine. The Grenade Launcher is here but the jump is tricky, so you might need a couple of attempts to get it right.

● **2nd Level 6 Key** — Back at the start again, head forwards and cross the bridge, continuing forward, until you come to a wall. Now turn to the right and keep to the wall, all the way to the edge, then turn to the left. Keep to the pathway again until you reach an open space with enemy statues all around — get ready! The statues suddenly come to life, so get ready to defeat them before walking into the teleporter right down the bottom of the area. On the other side of the teleporter you must



climb up the staircase and keep to the path to find three High Priests to kill off. Killing them lowers the walls — you can then pick up the second Level Six Key.

● **2nd Save Point** — Back at the first Save Point, this time go down the staircase and right. Now walk forward to meet the High Priest again. Kill him off and go through the pathway behind him. Walk straight through the Checkpoint down here and into a room with nine teleporters dotted all around. The one to take is the third from the left — it takes you inside a set of ruins. From here, drop down into the location with tall pillars and move to the top right. There's another pathway to follow here that leads to the second Save Point.



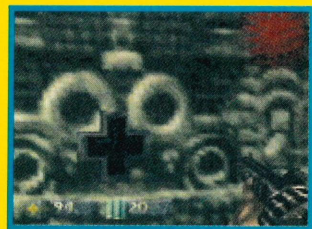
▼ No end of a nimble lad, that's our Turok! Seemingly impossible tasks such as swimming underwater, then shooting your opponent from under the surface are all in a day's work. He even repels blood stains.



● **Chronosceptor Piece 4** — Start from the location of the second Save Point. First move cautiously past the fire blowing statues



and you'll eventually reach four switches in a room — keep going through until you reach the teleporter. Enter the teleporter and when you come out on the other side, go straight on into the waterfall room. There's a ramp to the right here — go up it and then do a running jump over to the platform on the other side. At the centre of the platform is a pillar.



Stand on this to raise yourself up to the level where you'll find the Chronosceptor Piece waiting.

● **1st Level 8 Key** —

Follow the path for the grenade launcher to the Checkpoint location. You must then leap from platform to platform here to reach another teleporter. Take another teleporting trip, then keep to the left-hand wall all the way to reach your key.

● **Mini Gun** — Go down the staircase from the first Save Point, then hang a right and walk forward to defeat the High Priest again. Go down the path behind him once more, into the room full of teleporters. Leap onto the small fragment of building to the left and then to the cliff. The teleporter here will take you to the Mini Gun.

● **Find the exit** — Go back to the room that contains four pillars

▲ I spy with my little eye, something that looks like a switch. Or is it a sneaky trap? Or a hole full of snakes? Only one way to find out...



with four switches. You can make the pillars rise by hitting the switches and you must then jump from one to the other, to the top. Next jump into the water and swim up to exit onto a ledge. You'll now be in a pillar maze: enter the teleporter in the top right of the maze. The exit portal is down the pathway, the other side of the teleporter. **64**



The Catacombs

Level Five



▼ The bigger they come, the harder they fall — especially if you help them along the way with a well-placed shot in the cranium. Nice aiming, Mr Turok, sir!



As the title of the level suggests, the Catacombs is an ancient underground city full of mystery and secret locations.

● **Chronoscepter Piece 5** — Follow the staircase from the starting point and go left at the two switches. Now take the first right and head forwards to another switch — step on this one. Go into the room here and swim forward then right, through the murky water. There's a hole in the wall to crawl through into the next room. Inside, step on the switch and go through the path it opens. Go to the left here and enter another hole. Crawl through this passage to a room containing a High Priest. Kill him and walk to the end of the hall where you'll find the Chronoscepter Piece.

● **1st Save Point** — Follow the chronoscepter piece five directions, through the murky water and through the hole into the next room. When there, hit the switch and go down the path, keeping to the left wall, into the next room.

Now climb up the stairs and turn left at the top. Keep to the upper path until you reach a door, go inside and climb the wall where you'll find the first Save Point.

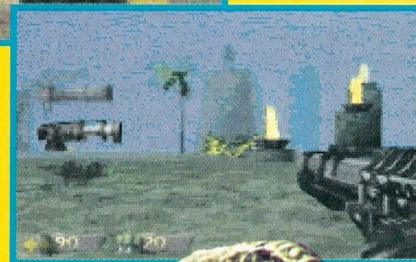
● From the first Save Point, make sure you have saved your game then spin around and enter the teleporter. On the other side will be the Main Switch Room. Switch One is down the staircase here, hit it to make the first two pillars rise. ● For Switch Two, start in the main switch room, facing the pillars. Go left and step on the switch here to open the door, then press another switch to open a set of two doors. Enter the door dead ahead. Down the stairs is a junction next to a statue holding a health piece — go right here, then left at the next junction. On this path is a switch to press — go up the staircase when you've hit it to step on another

switch. Now hang a right to go back into the main switch room once again. Switch Two will be here, hit it to raise the next two pillars.

● From the main room once again, follow the directions to switch two until you reach the set of two doors. This time take the left-hand door and go down the stairs to hit a switch. Back up the stairs, go right and down another set. Keep



▲ If there's one thing that gets on Turok's goat every time, it's some dozy old git shining a torch in his eyes when he's trying to blast him. I don't know, you just don't get the class of prey these days. Shocking.

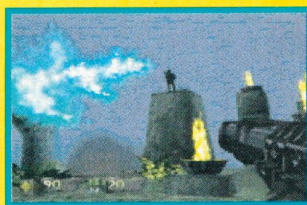


Demon Priest

Found in: Levels 5-7

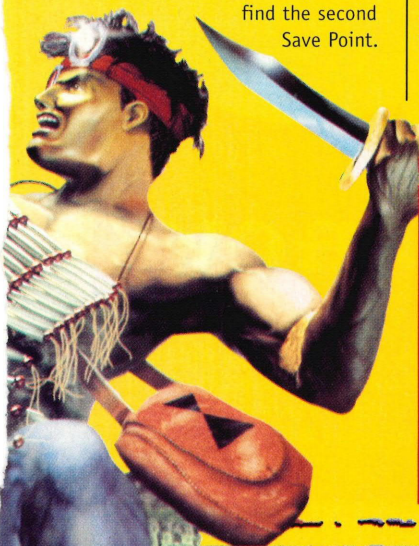
These guys look just like the high priests but have more varied methods of attack. Their worst weapons are a red cloud that causes serious damage — and their ability to teleport. Use similar tactics to defeating the high priest but move faster. These also leave health power-ups when dead.





to the left wall as you go into a room with four switches — ignore them all and exit at the top. Keep to the pathway here and be on your guard — a Purlin breaks out of the wall. Kill this thing off and go through the hole it created. Head straight on and then to the left, go down here to the junction. Turn left again and press the switch. Go up the staircase and hit yet another switch. Enter the door on the left to find Switch Three, this one raises the final pillars.

● **2nd Save Point** — After activating all three switches in the main switch room, jump up the pillars and through the Checkpoint. Keep to the path and hit the switch before you enter a cave. Walk through the cave until you reach a wide open area, go for the exit in the top-left here, where you will find the second Save Point.

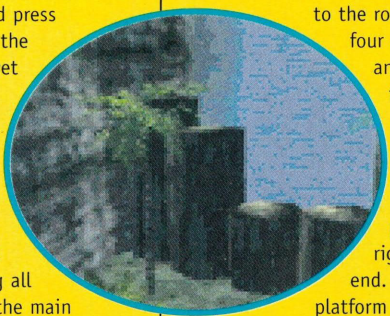


The Main Switch Room

Just to confuse things, level five has a main switch room to deal with before you can continue your game. This room has three switches and six pillars — pressing the switches causes the pillars to rise. You must learn the location of all three switches to continue.

● **3rd Level 6 Key** — From the second Save Point, use the teleporter and head down the hill and through the Checkpoint on the other side. Up the stairs here is stretch of water — jump in! Swim up to the construction at the centre of the water and climb up the bricks that stick out of the sides. At the top is the key.

● **Particle Accelerator** — Back in the main switch room, face to the left and go through the door dead ahead. Go through the next door to the left and down the staircase to hit a switch. Go up the stairs here and right, before going down another staircase. Keep left to the room with four switches and exit from the top of this one, keeping to the pathway right to the end. There's a platform down



below now, jump to it and press the switch, then enter the water. Go down to the underwater maze — you must swim right through this puzzle to find the Particle Accelerator.

● **2nd Level 8 Key** — Back at the start of the level again, go down the staircase and press either switch to enter the High Priest room. Kill him and go up the stairs and forward, following the

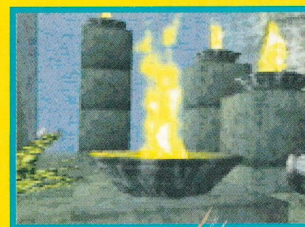
pathway and passing through a Checkpoint. Be sure to be

very careful as you cross the log bridges and keep following the pathway to another High Priest. The key will be yours when you've defeated the priest — it's in the middle of the room.

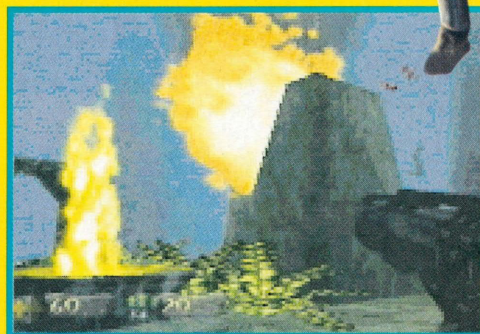
● **3rd Level 8 Key** — Follow

the directions back to the location of the third Level Six Key, then jump down to hit a switch that will drain away all the water. You'll then be able to go down the passageway. Go down the staircase and crawl through the hole in the wall at the bottom, you enter another water room. Swim down to the underwater passage and go through, being careful to avoid the spikes that are all around.

On exiting the water, continue straight on to the third Save Point. Make sure you have saved your game before going for the portal here — this leads to the end of level boss, The Mantis. Defeating it will not be easy but will earn you your key. **64**



▲ Brilliant lighting FX and oodles of atmosphere.



High Priest

Found in:
Levels 4–6

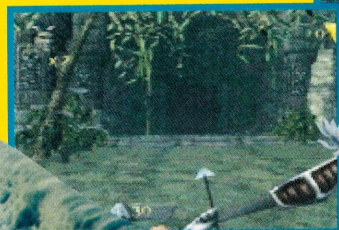
Similar to the ancient warriors but with a different headdress on, these enemies are normally found in high places. They have nasty fireballs which take a short time to power up — this is the best time to attack. An explosive shell will do the deed best but failing that, grenades work well — if you can aim them accurately enough. When dead they leave behind health power-ups

The Mantis

This giant insect spits out venom that is deadly to the touch. Make sure you enter the battle with your most powerful weapon armed and ready — the Auto Shotgun is one of the best to use, especially with explosive shells at your disposal. The beast flashes when he's about to change his attack pattern, just try to keep him in front of you by continually spinning — you don't want an enemy of this magnitude behind you!

The Treetop Village

Level Six



In this day and age a village built in the tops of trees is probably the best place to live. This level is full of tiny huts to explore.

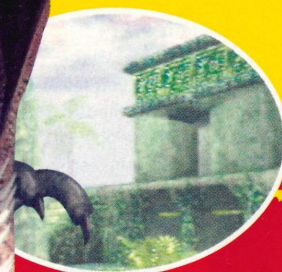
● **1st Save Point** — Follow the pathway from the start of the level and go through the Checkpoint. Keep to the right-hand wall and fall from the cliff. You'll now have to leap from platform to platform until you reach a hole to drop down — there's a teleporter down below. On the other side of the teleport go into a cave and walk through. On exiting

jump to the platform and follow the pathway all the way to the end. There's a bloke with a laser here, kill him before leaping to a big platform to the right. Again, leap from one platform to the next to reach a teleporter. Pass through the Checkpoint on the other side and jump from the cliff, preparing to kill the Purlin below. When it's dead, go through the door behind it and into the water. Swim through and jump out, the first

Save Point is just around the corner.

Did you know?

If you want to see some serious fighting in *Turok: Dinosaur Hunter* then try to get enemies firing at each other. They're intelligent and will lose interest in your puny body and start to scrap amongst themselves instead. There's nothing more satisfying than watching two warriors rip each other apart while you walk away!



Raptors



Found in: All levels

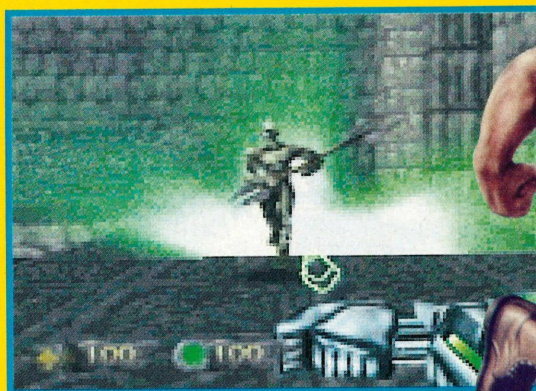
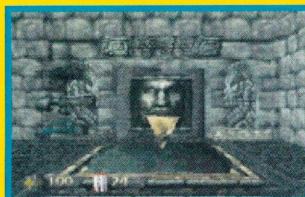
Just like the nasty creatures in *Jurassic Park* these dinos circle you and then go in for the kill. They are surprisingly easy to kill though, in their normal incarnation at least, with one explosive shell or a few hits with a rapid weapon doing the trick. Levels seven and eight have a bionic raptor instead, and these take a few more hits – and have a plasma cannon to avoid.

● **Alien Weapon** — Turn around from the first Save Point and keep to the left-hand wall into the water. Swim through the foliage on the left wall — the Alien Weapon is hiding out here.

● **2nd Save Point** — Jump into the water opposite the first Save Point again, but this time swim to the large oak tree dead ahead. You can swim under the tree and climb up inside. Keep to the timber pathway inside of the second large platform. Kill off the High Priest here and the log wall to the left will open. Continue through to the Checkpoint. Turn left from the



▲ All sorts of dodgy characters hanging around every corner. You can always ask them for tips to get you through the game.



▲ Plenty of action as you attack and defend yourself against prehistoric foes.

Checkpoint and jump from platform to platform at the end of the pathway. You'll eventually reach a platform with a large hole in the middle. Go down the hole and into a cave, through the cave is a pathway that leads to a large building — this contains Save Point two.

● **3rd Save Point** — Walk into the teleporter opposite the second Save Point. Follow the pathway on the other side until you reach a switch to hit. Enter the doors now and kill off all three of the Purlin that attack. Walk through the Checkpoint and keep going down the pathway until you reach a cave — the third Save Point is inside.

● **1st Level 7 Key** — Continue on through the cave from the third Save Point and cross the rope bridge. Go up the hill and into the big building right at the end of the path. There's a teleporter inside this building — step into it to find yourself in a cave on the other side. Go down the slope and out of the cave, keeping to the pathway all the time until you reach a High Priest. Kill him off to open up a doorway — go through. Walk up the path now to find the key.



Dimetrodon

Found in: Levels 4, 6, 7

These creatures hug the ground and have a crest along their backs. They have a really nasty bite so don't get too close to them. The best weapons to use are the grenades or explosive shells. Stay well clear when using the grenades, but move in closer with shells for maximum effect.

● Chronoscepter

Piece 6 — From the location of the first Level Seven Key face to the East and go down the hill. Cross the rope bridge again and go left. There's a portal here — go to the left of it and leap down onto the ledge. The Chronoscepter Piece is on the next platform along.

● **2nd Level 7 Key** — Back at the location of the third Save Point again, go through the cave and to the rope bridge. Right at the start of the bridge there's a tiny platform to the left — jump onto it. Jump to the next platform along and go through the passageway there. Walk up the hill, picking up the rockets as you go, then jump over to the platform ahead. The second Level



▲ There is a light that never goes out.

Seven Key is here.

● **3rd Level 7 Key** — Follow the directions to the second Save Point again until you defeat the High Priest. This time continue through the Checkpoint but turn right instead of left. Go up the hill and keep to the timber pathway to a large hut. The key is inside.

Campaigner's Sergeant

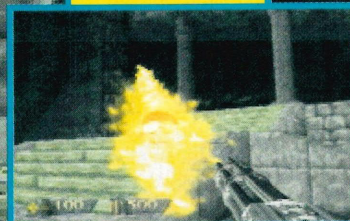
Found in: Levels 1–6

Take the soldier and multiply his capabilities by ten! The sergeant has more body armour and spiked pads on his shoulders. He carries a pulse rifle and normally fires in three shot repetitions. The first thing to do is to find yourself some cover, then strafe out from behind it to take a shot and then back in again. The best weapons to use are those that hit fast and hard—explosive shells, tek arrows and the assault rifle are the best, and don't even think about using the knife! Killing him gives health, clips and a large energy cell.





▼ Bang! Bang!
Bang! You're dead!
Ha, ha, ha!



Level Seven

The Lost Land

You can certainly see why this land has been lost—it's nothing but a wasteland of lava, volcanoes and dark caves—this should be fun!

● **1st Save Point**—Keep to the pathway from the start and enter the cave that has skulls littered outside it. Go through the Checkpoint in here and into the teleporter, preparing for battle. On exiting the teleport you'll be bombarded by enemies—you must kill all of them off to make the pillars rise. This done, leap from one pillar to the next to reach another

teleporter. On the other side go forward and lower the set of logs. Now keep to the pathway again and go through the Checkpoint. Hang a right and leap from one platform to the next right up to the top. Hang around until the rocks have fallen then continue down the pathway to the next teleporter—step inside. Continue forward to the wall on



the other side then go left and jump to the next area. The first Save Point is here.

● **Quad Rocket Launcher**—Turn around from the

location of the first Save Point and leap down to the area you came up from. Leap over to the next area and

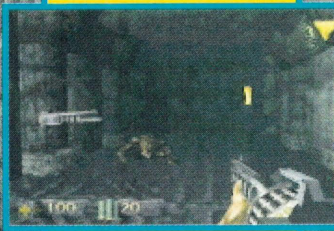
keep to the left all the way to the weapon.

● **Fusion Cannon**—Follow the directions to the first Save Point, defeating all the enemies and jumping over the pillars until you reach the Checkpoint. This

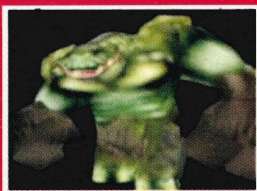




▼ lots of dark holes for you to savour and enjoy. Always good fun.



Purlin



Found in: All levels

A giant gorilla creature, but in green! These foes come in three varieties—normal, earthquake and fireball. Tek arrows are probably the best weapon to use in each case, and use them from a distance as the fists of these creatures can deliver a serious blow. The earthquake Purlin thumps the ground sending out shockwaves to jump, and the fireball one fires projectiles to keep well away from.

time go left and keep to that edge to the end. Fall from the platform and hit the switch down below. Now you must climb up the vines and go down the pathway opened by the switch. Down the stone steps here is another pathway that leads up two more vines to the entrance to a small cave. After walking

through the cave you can jump down to the platform below. Go right here and leap from one platform to the next — the final jump is tricky as it leads to the weapon.

● **Chronoscepter Piece 7** — Facing the first Save Point, flip around and leap to the area down below where you came up from. Leap to the next area and keep to the left until you reach a big hole, drop down and enter the cave. Move forward and through the Checkpoint then go up the hill. Keep to the pathway all the way to the other side. Keep to the right wall now and leap the gap to the Checkpoint. After the checkpoint you'll eventually reach an area with pillars that slide up and down into the lava. Down in the lava follow the left-hand wall to the next platform then leap out and move forwards into the pool of water. Dive down and enter the cave right at the bottom, on the right-hand wall — it's tough to see, but it's there. On exiting the cave keep the 'R' button held down to make yourself float up to the surface, then leap out. Through another cave here and to the right you'll find the piece of Chronoscepter.

● **4th Level 8 Key** — Follow the chronoscepter piece seven directions to the lava pit with pillars moving up and down in it. This time leap to the top of the area and kill off the High Priest. There's another priest to kill when you jump onto the pillars, then jump onto the pillars again to



▼ Like my mum always said: "Cross a plant and you've got an enemy for life." Words to live by I feel...

▲ Another dark hole — but with a difference! If you look carefully you can see a purple thing!



Killer Plant

Found in: Level 7

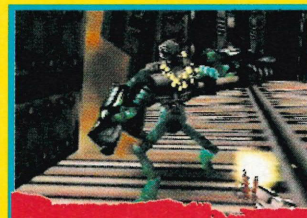


Percy Thrower never planted anything like this! These are real beast plants with rose-like mouths that have two tentacles hiding deep within. When you get too close to them then will take a bite out of you. You'll need three explosive shells to kill them off and unfortunately you can't destroy 'sleeping' plants.



find a pathway. Follow the path—it leads to the key and second Save Point.

● **5th Level 8 Key** — From the fourth Level Eight Key location, go forwards and into the teleporter. On the other side keep to the left-hand wall and enter the next teleporter. On exiting this time move straight on and through the Checkpoint, keeping to the right wall to a switch to hit. After pressing it swiftly go back to the Checkpoint where a new passageway will have appeared. Enter this and follow the path down to the key. There is a platform here with four blue health pieces on it—it's a tricky jump, but well worth trying. (64)



Demon

Found in: Level 7

These grey human-like creatures are armed with knives or polearms, but their worst weapon is a red beam of light. They stoop to charge this up then let out the beam in the direction they're facing—make sure you jump or strafe just before they fire and you can avoid these. The knife works on those without a beam, otherwise use the explosive shells.

Subterranean

Found in: Level 7

Nasty sandworms with flailing arms, these creatures burst up from underground and spit acid venom at you! They're a real chore to kill too taking five explosive shell direct hits or a handful of grenades. Just make sure you keep out of the way of their spit. A good strategy is to just run away!



▲ Keep well clear of this dodgy fella, he'll have your eye out if you don't watch it.



▲ Interestingly this article doesn't tell you how to switch on the lights.

The Final Level Eight



Alien Infantry

Found in: Levels 6-8

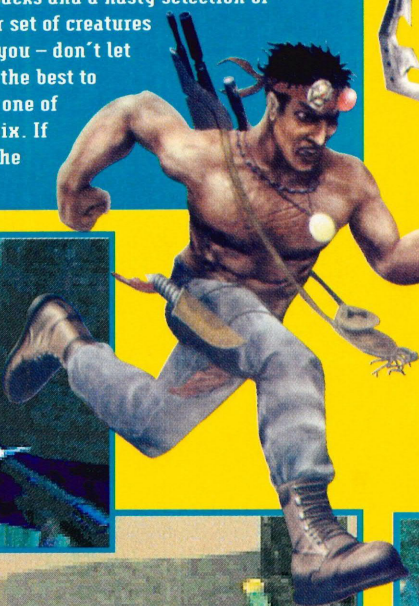
Humanoid aliens with jet packs and a nasty selection of weapons, these are another set of creatures that will try to get behind you – don't let them! Explosive shells are the best to use if you've got enough – one of these will knock them for six. If you're short of shells, try the pulse rifle.

hope you've got a good sense of direction because this level is one massive maze! Well what did you expect from the final level in the game – a walk in the park?

● **1st Save Point** — Keep to the left-hand wall from the Start Point and go into the cave. Go for the first left here, then the first right and follow the pathway to a ladder. Climb this to the top and then walk down the first hallway you find. Walk around the corner and hang a right, moving into a large room full of robots. There's a Checkpoint here to hit an invisible switch. You can then go through the passage with the sign



"Sector Two" on it. Keep to the right-hand wall and you'll come to a room containing four water pillars. Leave this room to the right and you'll enter a second large room, take the path called "Lift Access Two" and use the lift. On leaving the lift keep moving down the corridor to a transporter and step onto it. Straight on down here and through a series of doors you'll find the first Save Point.



◀ *Turok: Dinosaur Hunter* features a bewildering array of levels and screens, take our advice or go your own way, y'all just take care now!

Leaper

Found in:
All levels

Reptilians that leap about the place – the leapers are a real pain in the neck. They come in three guises: hatchlings, normal and adult. The first two kinds can be killed off with almost any long-range weapon, the pistol or shotgun will do the trick nicely. The adults take a couple of extra hits though.

Confrontation



Attack Bot

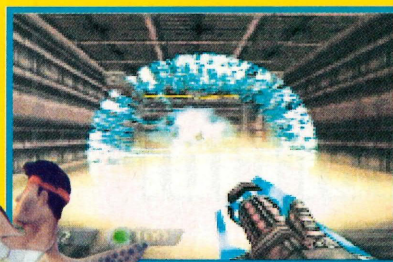
Found in: Levels 7-8

Coming in two varieties—red and yellow—the attack bots have mean axe blades that not only do some serious damage, but double up as a shield against most attacks too! The yellow ones are the most lethal as they also fire out spiralling rockets. Again, explosive shells or the grenade launcher will work best.

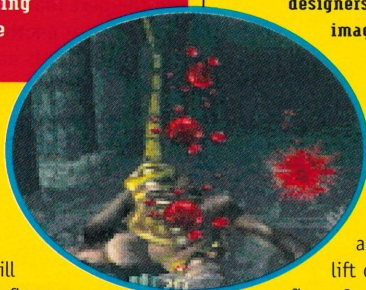
● **2nd Save Point** — Facing the first Save Point, spin around and go down in the lift. Now move around the bend and into a room that contains a Purlin and lava. On killing this beast off, leap over to the other side of the room and press the switch. Be quick on your toes as you

go back to the cave and take the first left you come to as you go through the door. A hole will open up in the floor —

go through it and move on to the Checkpoint. Keep to the right-hand wall here to a corridor and go through into another large room. Be careful not to fall down the holes in here. Kill off the two Purlin creatures and leap to the other side of the room. Down the corridor there is a transporter



▲ White light in dark tunnels, strangely dressed men with Swedish student-style headbands. And dinosaurs. And who says games designers have no imagination?



that takes you to the next section. Now walk to the junction and hang a right, then right again to take the lift down to the next floor. On exiting the lift

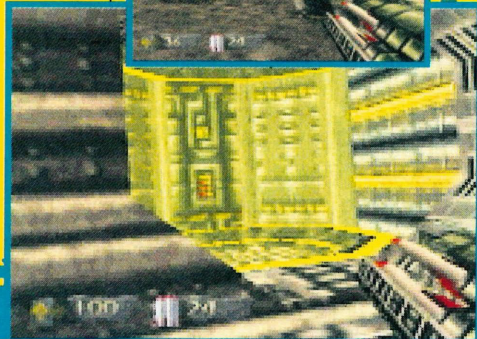
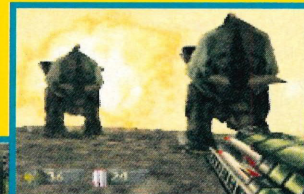
go around the corner and take a left. The second Save Point is just up ahead.

● **3rd Save Point** — In the room with the second Save Point is a ramp going down — use it. Now go down the staircase and follow the pathway into a

Sludge Beast

Found in: Level 8

Only found in level eight, these giant sewage crabs will spot you from a distance, duck underneath the putrid water, then reappear in your face! Try to spot them first and prepare yourself to attack. The shells or pulse rifle should be your first choices as grenades don't work too well in enclosed spaces.

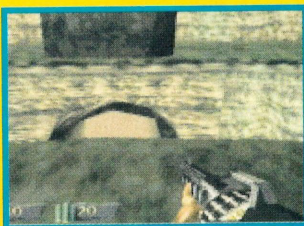


The Campaigner

This is the guy you have been looking for! The end-of-game boss has a ghostly skull face and a sceptre. Again, always make sure you're facing this evil creature, as a boss of this magnitude behind you will be disastrous! The first form of attack to use is of course the chronosceptre. Try to fire it at him when he's standing still, you'll score more damage this way. Beware though — he tends to jump around and warp so watch his pattern and hit that fire button at the right time to avoid wasting a shot. When all Chronoscepter attacks are used-up go for rapid fire weapons like the assault rifle or minigun. There is extra ammo dotted around,

so you'll probably pick it up as you back away from him. The main attacks to watch out for are his blue energy and fire — you can strafe around these quite successfully if your timing is right. Each time you knock an eighth of his energy off small explosions will emanate from his body — this is a great time to attack with quad rockets or grenades. When he starts to attack again, the auto shotgun is one of the best weapons — it's fast to reload, does some high damage and has great accuracy. After a mega-blasting session with this guy the game will be yours — well done!

Level Eight The Final Confrontation



Cyborg Warrior

Found in: Level 8



Use similar strategies to the soldiers, demons and poachers to dispose of these warriors. They are simply robots that carry knives or staves but they're a mite stronger than the previous enemies. A couple of bursts of the pulse rifle or a few explosive shells will see them off, leaving health power-ups behind.

room with water. Take the left-hand corridor here and you'll come out into an open room where you must fall off the platform to the left. Walk into the transporter now and then go through the Checkpoint on the other side. Watch out for the laser fire as you go down the hallway — the best way to get past it is to move forward, then quickly back, and forward again when all's clear. A hole will now open up in the ground — go through it and keep to the pathway until you reach the levitator. You must use the "R" button to levitate up and then walk

forward into another large room. Take a left and then use the levitators here to reach the third Save Point.

● **Chronoscepter Piece 8** —

Facing the third Save Point turn to your left and go into the levitator. When you've floated to the top move down the pathway and into a room with a robot. Go straight on through here and keep to the right wall to enter a dark pillar maze. Continuing to keep to the right, go down the first corridor you find. Avoid the laser fire again in this location and enter the levitator to float up to the top. Through the passage here

Triceratops

Found in: Levels 7–8



The world famous dinosaur, but this time with a rider on its back and arms with dual rocket launchers! The triceratops has to be one of the toughest enemies in the entire game—it charges at one hell of a speed and the rockets really do sap your energy meter. Just throw all the most powerful weapons at it — the grenades, quad rocket launcher, explosive shells or an alien weapon — then cross your fingers! Health, minigun ammo and rockets are your reward for killing it.



Prepare yourself now — the T-rex is just up ahead. On defeating him the piece of Chronoscepter will be yours.

● **4th Save Point & Boss** —

After collecting your final Chronoscepter piece you can save your game on the fourth Save Point before starting your journey down possibly the longest corridor in the game, collecting weapons and ammunition along the way. All these power-ups are for a reason—step into the transporter in the room up ahead and you'll arrive at the final boss of Turok: Dinosaur Hunter—The Campaigner. Kill him and victory is yours! **64**

Cyborg Sergeant

Found in: Level 8

An even tougher version of the cyborg warrior, this enemy can really handle its pulse rifle well. Strafe around shooting your pulse rifle back to see him off, and when you've shot one dead you can pick up the ammo left behind. They leave health, clips and a large energy cell.

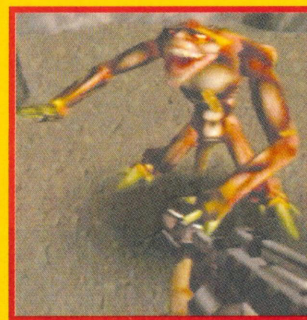
T-rex

This green giant is like no T-rex you've ever encountered before—he fires lasers and breathes fire! The best weapon to use to knock serious damage from him is the fusion cannon—but make sure you're face to face with the beast before firing it or it won't work, and try to pick up at least four shells before confronting the beast. Grenades are very effective too—throw them at him

while backing away and eventually he'll just stand there moaning in agony. When the beast breathes fire at you strafe and spin around to face him again, you should manage to avoid being hit. When he's finished his fire attack he'll usually charge forward—so be ready to jump out of the way. There are power-ups hidden in the tunnel around the T-rex lair, but if you venture inside you'll have a tough job getting back out again—the T-rex is a clever beast who will wait outside the entrance and pounce.

cheats!

Acclaim have certainly gone to town on the cheat codes in this cool game. There's an option for every single possibility — just mix and match!



Show Credits

Code: FDTHMG5

If you fancy seeing the credits and checking out some cool pictures of a bloke riding a Triceratops then enter this code. Simply press the Start button when on this option.

Spirit Mode

Code: THSSLKSL

This code enables the 'Spiritual Invincibility' mode which stops all damage from enemies. It also creates a flashing colour effect that is interesting for a short time, but soon wears thin.

Robin's Cheat

Code: RBNSMTH

Entering this code, based on the name of one of the programmers, gives a variety of effects. In addition to Gallery, All Weapons, Unlimited Ammo and Show Credits, it also gives Invincibility and a Big Head Sesh where the heads of all enemies expand!

Greg Mode

Code: GRGCHN

We've already covered all of these, but Greg Mode gives a variety of effects. Enter it to have All Weapons, Unlimited Ammo, Big Head Sesh and Show Credits active. **64**



now! It turns the game into a 'blueprint' of itself, showing the wireframes of all the background and sprite polygons.

Disco Dancing Mode

Code: SNFFRR

Another code from the end of the game, this one adds a cool disco light effect to everything, and makes the dinosaurs disco dance! They all stand around in groups, jiving away—this is something that's really worth seeing.

Gallery

Code: THBST

If you want to take a closer look at the enemies in the game, the 'Gallery' mode presents them in glorious 3D. Use the analogue joystick to zoom in and out, then spin them around. You never get close enough for a good look in the game.

Infinite Lives

Code: FRTHSTHTRLSCK

The programmers have certainly given you everything in this game! You can find this code on picking up your tenth extra life, but here it is anyway. It simply stops a life being taken away each time you die.

Pen and Ink Mode

Code: DLKTDR

This is a code that's given away when you finish the game, but you can have it for free here and

All Weapons

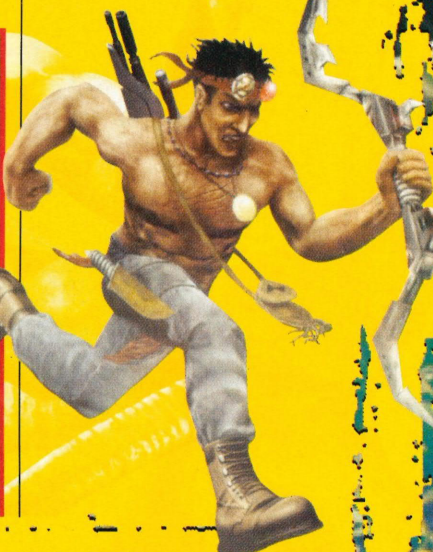
Code: CMGTSMGGTS

Every single weapon in the game can be instantly available with this code — even the Fusion Cannon and Chronoscepter! Be very careful with the more powerful ones though — you might blow yourself to pieces!

Unlimited Ammo

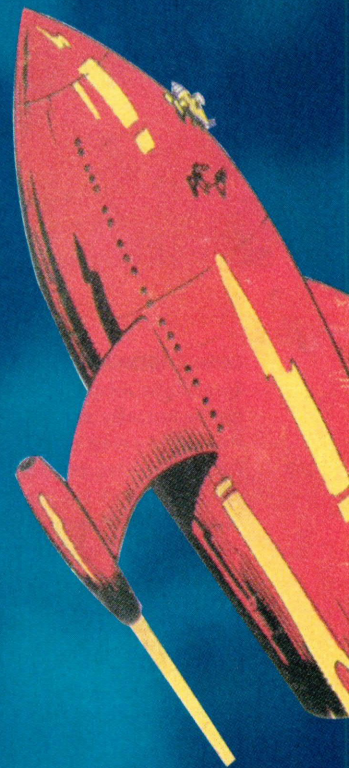
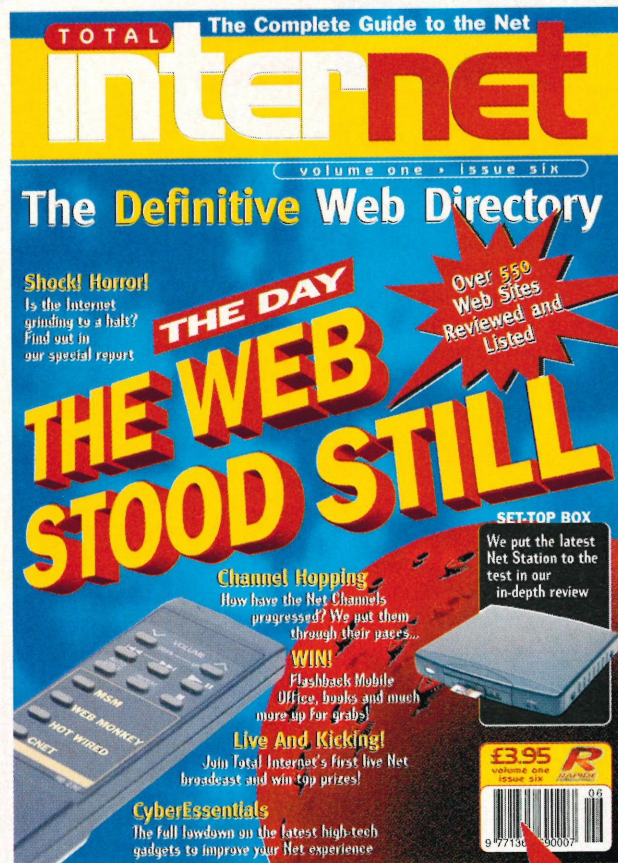
Code: BLTSRRFRND

What good is an 'All Weapons' cheat without an 'Unlimited Ammo' one to go along with it? Using this code not only gives plenty of ammo, but also bypasses the two-shot limitation of some weapons — happy blasting!



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All entries must be by postcard, on the back of a sealed envelope or submitted by email to total64@rapide.co.uk. Employees of Rapide Publishing and participating companies are strictly forbidden from entering. The editor's decision is final. Winners will be notified by post.





▼ Don't be afraid to take on defenders



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FIFA 64

We bring you the exclusive guide to EA's FIFA 64, as the most successful Footie sim ever hits the N64...

Tactics

Attack! Attack! Attack! Score goals and win games — easy really. Here's a guide to help you pick out the most suitable formation and thus, the style your team will play. Choosing the correct formation, to suit both the team you are playing with and your style of play, is crucial if you're going to win. If you are like me, and appreciate the beautiful game, then true attacking, passing football is a must. Total football.

Formations

3-5-2

This is the formation England used during Euro '96, and if you are familiar with Terry Venables'

tactics, employs 'wing backs', two wide players who attack down the flanks and stop the opposition backs from invading your territory. This tends to give you more players in attack (up to seven in this case) and therefore more options when in your opponents half. However this system can leave you more vulnerable at the back to quick counter attacks.

Use your wingers to get behind the defence, to the by-line and to cross the ball in. Use aftertouch to take the ball away from the keeper and hopefully you will then have two or three players waiting in place to head the ball home nicely for you.

▲ Looks like the groundstaff haven't been doing their job properly, that bloke's standing in a pool of water!



this tired formation, I suggest adjusting the players' positions to give yourself more attacking options otherwise you will be out numbered in attack and greatly reduce your chance of scoring.



4-4-2

Bog standard, old fashioned formation for which English clubs are renowned for. The last time this was actually successful anywhere outside the Premiership was in 1966 ('n all that) — nuff said. If you do use



Sweeper

Can be used as either a defensive or attacking formation. If the sweeper is used to run the ball out of defence into midfield, then you free up your midfielders to take up attacking positions. Otherwise, use him to mop up behind your back four defenders and teams will find it hard to break you down. A good flexible system to use against the better sides.



4-2-4

This gives you a good strong defensive wall and plenty of men in attack, but not much in the way of midfield. Best used if you are going to use route one ie. the goalkeeper — defenders hoof the ball downfield and then bombard all the opposition defenders with high balls for your forwards to chase down. Well, it certainly worked for Graham Taylor, didn't it?



▲ Once you're in the last third of the park don't be afraid to take on defenders. There's a good chance of a penalty if they foul you.



defenders will tend to drop back to the eighteen yard box, wait for the attack to break down and then counter attack on the break.

If any attackers do manage to break through your back line, you will then have the all important numbers on hand to smother them rapidly.

Your players will attempt to restrict the opposition to their own half of the field and will be looking to make runs from midfield to set up attacks. Try to



4-3-3

A good all round formation, which centres your play in the middle of the field. If you can pass the ball well between players, then this might be a useful style to play, as it gives you a lot of attacking options. Play the ball through midfield to the forwards and leave the midfielders at the edge of the area to collect the ball if the attack breaks down.

4-5-1

Crams the midfield with men, so you should control this area of the field. Make runs from here with your men to support your lone attacker and you will have plenty of chances to score. Alternatively, use the wide men to attack the wings, crossing the ball over for your striker to score.



▲ Hit the ball deep into the opposition's penalty area and power-header the ball home.

Strategy

All the above can be altered by selecting a different strategy either defensive or attacking:

Defend

This tactic will focus your players on controlling the midfield area and preventing any runs from opposing players. Your defence will then skillfully mark forwards and cut off available passing routes.

All Out Defend

Rather than challenging any player with the ball, your





▲ Pump high balls into the area to put the keeper under pressure. Keep the ball moving or you risk losing it.

All Out Attack

When you gain possession of the ball, your players will look to attack the opponent's goal as quickly as possible. This can be a risky tactic, only to be used as a last ditch attempt to score the equalising goal, because these moves can break down easily and all your players will be stranded at the wrong end of the pitch.

Passing

Running from one end of the field to the other is not an option, really, as even the worst teams (Bolton, for example) are

going to tackle you, so you are going to have to learn how to pass the ball if you want to get really close to the opposition's net. Passing to feet is not always effective as players are often man-marked and you won't make much progress. Try playing the ball into space for your players to run onto, ie. if you are playing with wingers, then hit the ball into the corners to get behind the defence.

Other than this, use the passback option by pressing B when you pass the ball and then A for a return when the player has received the ball for a 1-2.



▼ That bloke's wearing black. I guess that means he's the referee - well you could've fooled me...



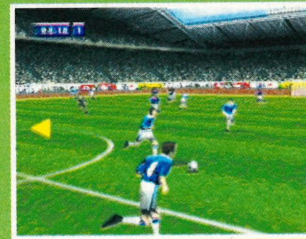
▲ If that had gone in the back of the net it would have been a goal, shame really...

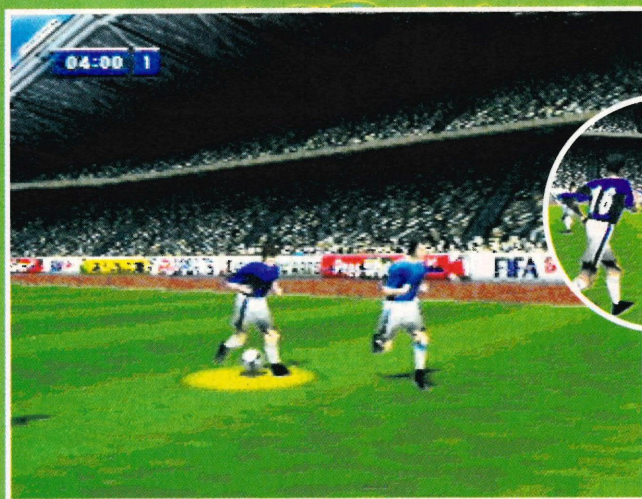
This is especially effective for getting past defenders and can set up a first time shot on goal.

Tackling

It's best to use the normal type tackle and only slide tackle a

player as a last ditch thing. It's difficult to time properly and will probably result in a free kick (or a card) anyway, it's easy enough to take the ball of the opposition with a normal tackle. Just highlight the player between your goal and the player in possession and run into him, jabbing on the B button. The ball will then





ultimately be won when it counts...

Shooting

He SHOOTs, he SCORES! The crowd erupts in ecstasy and other such clichés. If you're going to score, you have got to master shooting. One way of doing this is playing a 1-2 with a player on the edge of the area, as described above and hitting a first time shot. This has the advantage that the goalkeeper/defenders have little time to react. Volleys are good because these are always powerful, but they are difficult to get on target. Long shots are difficult to score with as the keeper has more time to position himself correctly. You can increase your

▲ Oi! blueboy, don't run away from him, you're supposed to tackle the ball off him. I know he's surrounded by a layer of protective custard, but that's no excuse.



chance of scoring by building up power and aiming in the bottom corners of the goal (by pressing the diagonals on the joystick just before you releasing the B button). Another way of scoring is if a defender has possession inside the six yard box, slide tackle him and the ball should rebound off your body and into the net.



▲ At the end of the day, what it boils down to is it's eleven men vs. eleven...and other related football clichés.



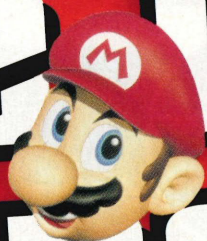
Corners

You have a choice of two options really. Take a short corner to the edge of the box and turn make a cross-lob to the far post. If you time it right, then the ball will go in the net or one of your players will run in and head it home. Otherwise, you can hit a long ball towards the penalty spot and repeatedly tap the O button — hopefully one of your players will connect and power header it home. Also, it is possible to score directly from the corner kick. To carry this out, hit the ball along

▲ Little boys playing in the park, jumpers as goalposts? oohh, marvellous! The only things missing from this shot are the litter all over the park, and the annoying dog that steals your ball and bursts it!

the touchline and then curl it around and into the goalmouth in the last moment. This sneaky tactic should be enough to hoodwink the goalkeeper and allow the ball to sail in unhindered. **64**

The Cheat Zone



'I'd like the world's best console with some stunning games please'
'Would you like cheats with that sir - of course you would, enjoy...'

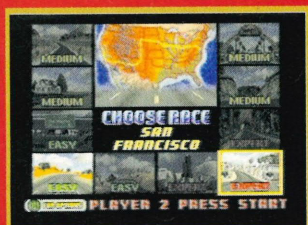


Cruis'n USA

Some cheats to add that much needed breath of new life, into the rather ordinary racer. They don't help that much but if you did buy it, these might cheer you up a bit.

■ Access to the Other Courses

By doing this cheat, you'll have access to three of the levels that you race on when you "Cruise the USA" but don't normally have access to on the regular, individual level select screen. This way you can race on the boards to try to beat your record times, without having to cruise



the whole USA first. The first thing you must do is go to the course select screen. Now hold down these button combinations:
Golden Gate Park — Left C, Bottom C and L
(on top of the controller)
Indiana — Top C, Right C and L
(on top of the controller)
San Francisco — Right C, Bottom C and L
(on top of the controller)

■ Access the Hidden Cars

You can select from a Jeep, Police Car and School Bus. The first thing you must do is go to the car selection screen. Now hold down Top C, Left C and Bottom C all at the same time. If you hold down those buttons over the '63 Muscle Car (leftmost car) then you can choose the Jeep. If you hold down those buttons over the La Bomba (second from

the left) then you can choose the School Bus. And if you hold them down over the Devastator VI (the gray car which is third from the left) then you can choose the Police Car. Holding those buttons down over the rightmost car will do nothing.

■ Flashing Lights with Siren

The first thing you must do is select the Police Car or the School Bus. Next you can pick any track to race on. You must get a "Hot Time" on that course. After you put your initials in on the "Hot Times" screen, you must go all the way to the bottom of the "Hot Times" list. Now hold left for about 35 seconds (you'll see the rollers moving to the left). If you choose the police car or school bus, get a hot time and you're at the bottom of the list, a spooky disembodied head will come rolling across the screen, saying "I love this job." Exit the "Hot Times"

screen and choose another board to race on. Once you've begun the actual race, press Brake, Brake, Accelerate fairly quickly. If you

did everything correctly, the lights on your police car will be flashing and your siren will be going off. Or the lights on the school bus will be going off.

■ Nitro Boost

This code is activated the same way as the "Flashing Lights with Siren" code below. Get your name on the "Hot Lists" scroll to the bottom of the list, and then hold down the left for about 35 seconds, until the head comes rolling across the screen.

Using any car in any race, you can now get a Nitrous Boost by press Brake, Brake, Gas, Brake, Gas. You can only use this once for every checkpoint passed. 64



J-League Perfect Striker



Probably the best Football game ever has just got a little bit silly!

Two New Teams

There are two ways that you can get these two new teams: Play through and beat the league mode — which is bleeding hard! Or simply enter the following code (at the title screen): Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right,



R, B, A, and then hold down Z and press Start. Now that was much easier.

Big Head Players

To increase the size of your player's heads, a la *NBA Jam*, just enter the following code at the title screen: Top C, Top C, Bottom C, Bottom C, Left C, Right C, Left C, Right C, B, A, and then hold down Z and press Start. This doesn't change the gameplay but is nicely daft! **64**



Killer Instinct Gold

Get all the bonus options — without having to have your butt kicked everytime!

Access All Options

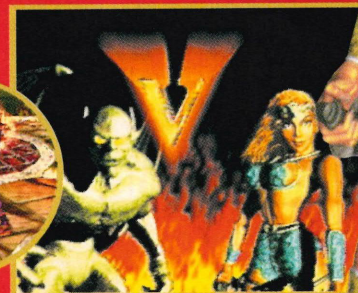
To be able to access all the game's level options, without beating the game on the higher difficulty levels, wait for the character profiles to come up. Now press Z, B, A, L, A, Z. (That's the L button on top of the controller.) The announcer will say "Perfect" if you did it correctly!



See the Ending Credits Without Beating the Game

To check out the ending credits

without beating the game (note: the credits only, you do not see any character's ending) wait for the character profiles to come up. Now press Z, L, A, Z, A, R. (That's the L and R buttons on top of the controller.) You'll see the game's credits come up if you did it correctly!

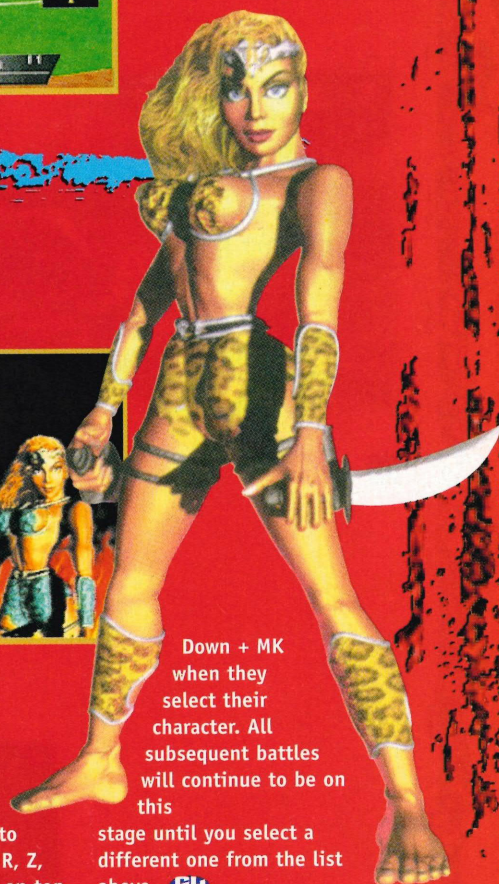


Play as Gargos!!!

To play as Gargos, wait for the character profiles to come up. Now press Z, A, R, Z, A, B. (That's the R button on top of the controller.) Gargos will laugh if you did it right!

Play on the Sky Stage

To access the Sky Stage, both players must press



Down + MK when they select their character. All subsequent battles will continue to be on this stage until you select a different one from the list above. **64**





Some bizarre secrets, all contained in the best platform game, ever!

Mario 64



Hat Trick

Go to Snowman's Land (Course 10). Once you're there, get to the snowman's head, as if you were about to cross the ice bridge with the big penguin's help. Now, go ahead and let the snowman's breath blow you off the bridge. You're hat will fall off. Don't go pick it up! Take Mario past the grey star spot, the small pop-up snowman, and toward two pine trees. The second tree of the two is a teleport, so use it. Now step



back and teleport again, do this at least three times. Once you've teleported a few times, go back to your hat and look at it carefully. Examine it from all sides. What you'll see is

a bunch of hats stacked up on each other. Pick up the one hat and Mario will put it on his head and the other hats will stay there on the ground! Now, pick up the other hats and Mario will carry it around with him! He can now kill baddies with it and he won't put it back on until you either teleport with

him, get a star, or leave the level. Cool!

Control the Ending Camera

During the ending sequence after you beat Bowser, you can control the camera if you have a second controller plugged in.

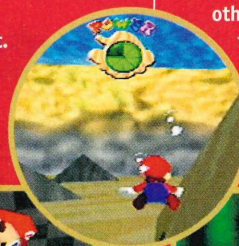


the other half will be on the other side. There is a situation in which you can actually do something weird with this trick. If you manage to find the rabbit in the basement and catch him, don't collect his star. Instead, carry him to a door and put him down just in front. Go

Using controller two's analog control stick, you can move the camera in many different ways during the sequence with the Princess and during the re-cap of the levels!

Carry the Rabbit to other areas

Find a door which you can easily go in and out of. After going through the door, quickly execute a jump kick, back at the door. Usually, you'll go through the door completely without opening it. However, if you time it right, half of Mario will be on one side and



through the door and try the jump kick trick mentioned above until you get Mario on both sides of the door. Now pick the rabbit back up and set him down on the other side of the door. Go through the door — you can carry the rabbit to some other parts of the castle. This serves no real point.



Turn Butterflies into One-Ups

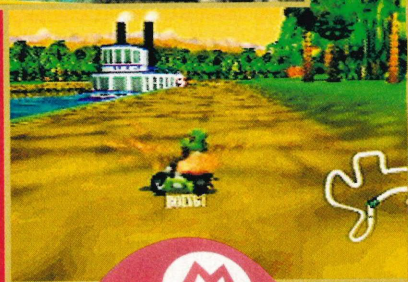
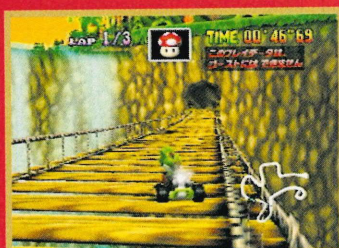
For Course 2, Course 12 and Course 13. Sometimes a bunch of butterflies will come out of the grass or trees. If you punch the butterflies, they turn into bombs that chase you. They will either explode or turn into one up mushrooms! Which is handy! 64

Mario Kart 64



A couple of cheats to spice up your copy of *Mario Kart 64*, not that you could really improve on this fella!

Race Against the Course Ghosts: *Mario Kart 64* has three perfect time trial boards. Secretly programmed into the game are "course ghosts" that represent the development team's best time trial runs for those boards.



The ghosts will follow the exact same path that corresponds with their time.

The first thing you must do, is go into the Time Trial mode and pick your player. Next, you must choose one of the levels below and get a time better than what is listed.

Luigi Raceway — under 1'52"00
Mario Raceway — under 1'30"00

Royal Raceway — under 2'40"00

The course ghosts are automatically saved to your cartridge.

Boost Trick

Hold down the R button to slide around a corner and, while you continue to hold down the button, you must "steer" the joystick to the opposite direction and back. If you did that correctly, the smoke will change from white to yellow. Repeat the "steering"



motion again, and the smoke should change from yellow to red. Once the smoke is red, let go of the R button. If you have your speedometer on-screen, you'll notice your speed go up for a few seconds.



Mirrored Tracks

Gain a first place position on every cup in the 150cc class. After you reset your machine, the title screen should have changed. Then, go into GP mode and you find a new option — extra. Wham, bam — you can now race on mirrored tracks!



Speed Burst

As soon as the starting lights turn blue, hit the gas and hold it. You should be able to achieve the speed burst that you'll need! **64**





Cyrax

Fatality 1 — (Anywhere) D, D, U, D, HP (Chopper)
Fatality 2 — (Close) D, D, F, U, R (Self Destruct)
Brutality — HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP
Animality — (Close) U, U, D, D (Shark)
Friendship — R, R, R, U (Dance)
Babality — F, F, B, HP
Stage — R, b, R

Baraka

Fatality 1 — (sweep) B, F, D, F, LP (Blade Lift)
Fatality 2 — (sweep) B, B, B, B, HP (Head Pop)
Brutality — HP, HP, HP, LP, LP, b, HK, HK, LK, LK, b
Animality — (sweep) Hld-HP, F, B, D, F Rlse-HP (Porcupine)
Friendship — D, D, F, F, HK (Present)
Babality — F, F, F, HK
Stage — LK, R, R, R, R

Ermac

Fatality 1 — (sweep) D, U, D, D, D, b (Telekinetic Slam)
Fatality 2 — (close) R, b, R, R, HK (Head Pop)
Brutality — HP, HP, LP, b, HK, LK, b, HP, LP, LK, HK
Animality — (one step away) F, F, B, B, HP (Frog)
Friendship — F, F, F, HP (Magic Show)
Babality — D, D, B, B, HP
Stage — R, R, R, R, LK



Mortal Kombat Trilogy

IF we're honest, the main reason this game has lasted so long is because of its **Finishing moves** - what could be more satisfying than beating your opponent and then killing them with a gruesome **Fatality**. Here they are...



Jax

Fatality 1 — (close) U, U, D, F, U, b (Slice-n-Dice)
Fatality 2 — (far) R, b, R, R, LK (Giant Stomp)
Brutality — HP, HP, HP, b, LP, HP, HP, HP, b, b, HP
Animality — (close) Hld LP F, F, D, F Rlse LP (Lion)
Friendship — LK, R, R, LK (Jump Rope)
Babality — D, D, D, LK
Stage — D, F, D, LP

Johnny Cage

Fatality 1 — (close) D, D, F, F, LP (Head Pop)
Fatality 2 — (close) D, D, F, F, LK (Back Breaker)
Brutality — HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP
Animality — (close) D, F, F, HK (Kangaroo)
Friendship — D, D, D, LK (Autographed photo)
Babality — F, F, B, B, HK
Stage — D, B, F, F, HK

Jade

Fatality 1 — (close) R, R, R, b, R (Staff Impale)
Fatality 2 — (close) U, U, D, F, HP (Shake 'n Bake)
Brutality — HP, LK, HP, LP, HK, HK, LK, b, b, HP, HK
Animality — (close) F, D, F, F, LK (Kitten)
Friendship — B, D, B, B, HK (Pogo Stick)
Babality — D, D, F, D, HK
Stage — B, F, D, R

Liu Kang

Fatality 1 — (Anywhere) F, F, D, D, LK (Torch)

Fatality 2 — (Anywhere) U, D, U, U, b+R (MK1 Drop)
Brutality — HP, LP, HP, b, LK, HK, HK, LK, HK, LP, HP
Animality — (1 step away) D, D, U (Dragon)
Friendship — R, R, R, D+R (Shadow Puppet)
Babality — D, D, D, HK
Stage — R, b, b, LK

Kano

Fatality 1 — (sweep) LP, b, b, HK (Eye Beam)
Fatality 2 — (close) Hld LP F, D, D, F Rlse LP (Skel. Pull)
Brutality — HP, LP, b, LP, HP, b, HK, LK, b, HK, LK
Animality — (close) Hld HP b, b, b Rlse HP (Tarantula)
Friendship — LK, R, R, HK (Bubble Gum)
Babality — F, F, D, D, LK
Stage — U, U, B, LK

Kitana

Fatality 1 — (close) R, R, b, b, LK (Kiss of Death)
Fatality 2 — (close) B, D, F, F, HK (Head Pop)
Brutality — HP, HP, b, HK, b, LK, b, HP, b, HP, b
Animality — (one step) D, D, D, R (Rabbit)
Friendship — D, B, F, F, LP (Bubbles)
Babality — F, F, D, F, HK
Stage — F, D, D, LK

Kabal

Fatality 1 — (close) R, b, R, R, HK (Soul Scream)
Fatality 2 — (Out side sweep) D, D, B, F, b (Blow Up)
Brutality — HP, b, LK, LK, LK, HK,



LP, LP, LP, HP, LP
Animality — (close) Hld HP F, F, D, F Rlse HP (Rhino Skeleton)
Friendship — R, LK, R, R, U (Marshmallow)
Babality — R, R, LK
Stage — b, b, HK

Kung Lao

Fatality 1 — (1 step away) F, F, B, D, HP (Body Separation)
Fatality 2 — (Anywhere) R, b, R, b, D (Spin Kill)
Brutality — HP, LP, LK, HK, b, HP, LP, LK, HK, b, HP
Animality — (close) R, R, R, R, b (Leopard)
Friendship — (far) R, LP, R, LK (Fetch with Dog)
Babality — D, F, F, HP
Stage — D, D, F, F, LK



Mileena

Fatality 1 — (close) D, F, D, F, LP (Bone Exhale)
Fatality 2 — (far) B, B, B, F, LK (Nail Spit)
Brutality — HP, LP, LP, HP, b, HK, LK, LK, HK, b, HP, D+LP
Animality — (close) F, D, D, F, HK (Skunk)
Friendship — D, D, B, F, HP (Broken Mirror)
Babality — D, D, F, F, HP
Stage — D, D, D, LP



Nightwolf

Fatality 1 — (Close) U, U, B, F, b (Beam Me Up)
Fatality 2 — (Jump) B, B, D, HP (Lightning Shock)
Brutality — HP, HP, HK, LK, LK, b, b, LP, LP, HP, HK
Animality — (close) F, F, D, D (Wolf)
Friendship — R, R, R, D (Rayden Morph and MK2 Drop)
Babality — F, B, F, B, LP
Stage — R, R, b

Noob Saibot

Fatality 1 — (sweep) B, B, F, F, HK (Ball Spin)
Fatality 2 — (close) D, D, U, R (Multiple Drop)
Brutality — HP, LK, LP, b, LK, HK, HP, LP, b, LK, HK



Animality — (close) B, F, B, F, HK (Anteater)
Friendship — F, F, B, HP (Bowling)
Babality — D, F, F, LP
Stage — F, D, F, b

Rain

Fatality 1 — (close) F, F, D, HP (Upside Landing Uppercut)
Fatality 2 — (out of sweep) D, D, B, F, HK (Multiple Lightning)
Brutality — HP, HP, b, LK, HK, b, LK, HK, b, HP, LP
Animality — (just inside sweep) D, F, D, HK (Elephant)
Friendship — D, F, F, F, LP (Spring Garden)
Babality — F, B, B, HP

Rayden

Fatality 1 — (close) Hld HP 8 sec Rlse (Uppercut explode)
Fatality 2 — (close) Hld LK 3 sec Rlse (when Rayden grabs press LK + b like mad!)
Brutality — HP, HP, LK, LK, LK, HK, LP, LP, LP, b, b
Animality — (out of sweep) D, F, D, HK (Electric Eel)
Friendship — D, B, F, HK (Kid Thunder)
Babality — D, D, U, HK
Stage — D, D, D, HP

Reptile

Fatality 1 — (1 step away) F, F, U, U, HK (Acid Spit-n-Melt)
Fatality 2 — (jump) B, F, D, b (Lunch)
Brutality — HP, b, HK, HK, b, HP, LP, LK, LK, b, HP
Animality — D, D, D, U, HK (Monkey)
Friendship — (close) D, F, F, F, R (Snake in the Box)
Babality — F, F, B, D, LK
Stage — b, R, b, b

Scorpion

Fatality 1 — (out side sweep) F, F, F, B, LP (Hand From Hell)
Fatality 2 — (jump) D, D, U, HK (Toasty)
Brutality — HP, HP, b, HK, HK, LK, HK, HP, HP, LP, HP
Animality — (close) F, U, U, HK

(Penguin)

Friendship — (close) B, F, F, B, LK (Skull in the Box)
Babality — D, B, B, F, HP
Stage — F, U, U, LP

Shang Tsung

Fatality 1 — (Close) Hld LP D, F, F, D Rlse LP (Body Slam into Spikes)
Fatality 2 — (Close) Hld LP R, b, R, b Rlse LP (Soul Lift)
Brutality — HP, b, b, b, LK, HP, LP, LP, b, b, b
Animality — (Sweep) Hld HP R, R, R Rlse (Snake)
Friendship — LK, R, R, D (Joust)
Babality — R, R, R, LK
Stage — U, U, B, LP

Sektor

Fatality 1 — (2 steps away) LP, R, R, b (Compactor)
Fatality 2 — (Jump) F, F, F, B, b (Flame Thrower)
Brutality — HP, HP, b, b, HK, HK, LK, LK, LP, LP, LP, HP, b
Animality — (close) F, F, D, U (Bat)
Friendship — (Past Sweep) R, R, R, D (Strength Test)
Babality — B, D, D, D, HK
Stage — R, R, R, D

Sheeva

Fatality 1 — (close) Hld HK B, F, F Rlse HK (Pound-n-Ground)
Fatality 2 — (close) F, D, D, F, LP (Skin Pull)
Brutality — HP, LP, b, LK, HK, b, HK, LK, b, LP, HP
Animality — (close) R, b, b, b (Scorpion)
Friendship — F, F, D, F, (pause) HP (Plate Spin)
Babality — D, D, D, b, HK
Stage — D, F, D, F, LP

Sindel

Fatality 1 — (1 step) R, R, b, R, b (Hair Spin)
Fatality 2 — (close) R, b, b, R+b (Scream)
Brutality — HP, b, LK, b, LK, HK, b, HK, LK, b, HK, LK, b, LP
Animality — (close) F, U, U, HP (Wasp)
Friendship — R, R, R, R, R, U (Field Goal)
Babality — R, R, R, U
Stage — D, D, D, LP



Sonya

Fatality 1 — (anywhere) B, F, D, D, R (Squash)
Fatality 2 — (far) Hld R+b U, U, B, D Rlse R+b (Kiss of Death)
Brutality: HP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK
Animality — (close) Hld LP B, F, D, F Rlse LP (Hawk)
Friendship — B, F, B, D, R (Flowers)
Babality — D, D, F, LK
Stage — F, F, D, HP

Smoke

[Cyber]

Fatality 1 — (far) U, U, F, D (Planet Destruct)
Fatality 2 — (Sweep) Hld b+R D, D, F, U Rlse b+R (Bomb Pill)
Brutality — HP, LK, LK, HK, b, b, LP, LP, HP, HP, b, b
Animality — (Out of sweep) D, F, F, b (Bull)
Friendship — (far) R, R, R, HK (Horn)
Babality — D, D, B, B, HK
Stage — F, F, D, LK

Smoke [Human]

Fatality 1 — (Jump) F, F, B, R (Inviso Beat)
Fatality 2 — (1/2 screen) R, b, R, R, HK (Head Pop)
Brutality — HP, HP, b, LK, HK, HP, HK, HP, HK, LP, LK
Animality — (one step away) F, F, F, B+HK (Porcupine)
Friendship — D, F, F, F, R (No Smoking)



Babality — D, B, B, F, HP
Stage — F, U, U, LP

Stryker

Fatality 1 — (close) D, F, D, F, b (Bomb)
Fatality 2 — (far) F, F, F, LK (Tazer)
Brutality — HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK
Animality — (2 steps away) R, R, R, b (T-Rex)
Friendship — LP, R, R, LP (Cross Guard)
Babality — D, F, F, B, HP
Stage — F, U, U, HK

Sub-Zero

Fatality 1 — (close) D, D, D, F, HP (Head Rip — Censored)
Fatality 2 — (close) D, F, F, F, HP (Ice Pick)
Brutality — HP, LP, HP, b, LK, LK, HK, HK, LP, HP, LP
Animality —
Friendship —
Babality — D, F, F, HK
Stage — F, D, F, F, HP 64



NBA Hangtime



Show off to all your mates, with all the cheats you'd ever need for the N64's version of the classic Basketball game, *NBA Jam*.

Player Clones

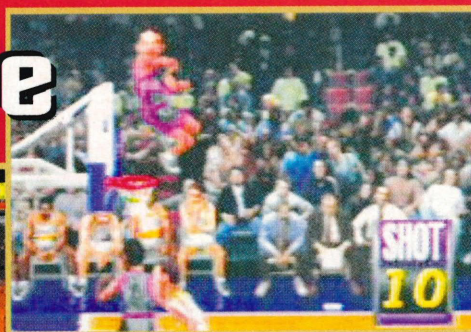
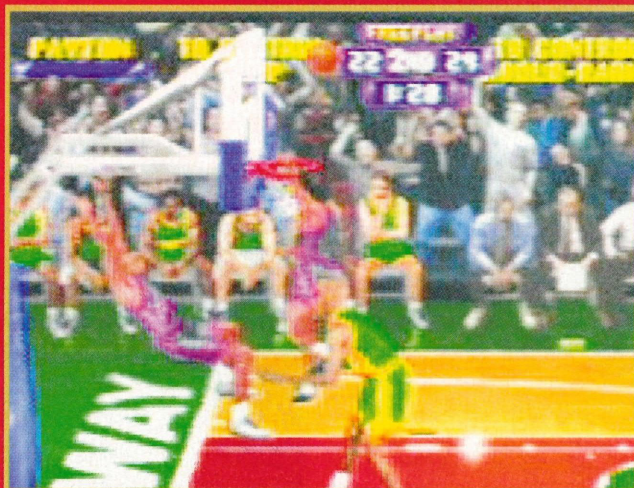
Fancy having two Dennis Rodman's on one team (and double the cack hair do's)? By using this code, you can now achieve your goal by cloning your player. To access a clone, just enter their last name — see list below — and "0000" for the PIN number. For example, enter Rodman as your name and 0000 as your PIN to access the clone. Here's a listing of the duplicate players available:

| | |
|--------|--------------------|
| Ahrdwy | (Penny Hardaway) |
| Cliff | (Cliff Robinson) |
| Davidr | (David Robinson) |
| Dream | (Hakeem Olajuwon) |
| Elliot | (Sean Elliot) |
| Ewing | (Patrick Ewing) |
| Glennr | (Glenn Robinson) |
| Ghill | (Grant Hill) |
| Hgrant | (Horace Grant) |
| Johnsn | (Larry Johnson) |
| Kemp | (Shawn Kemp) |
| Kidd | (Jason Kidd) |
| Malone | (Karl Malone) |
| Miller | (Reggie Miller) |
| Motumb | (Dikembe Mutumbo) |
| Mourng | (Alonzo Mourning) |
| Mursan | (Gheorghe Muresan) |
| Pippen | (Scottie Pippen) |
| Rodman | (Dennis Rodman) |
| Rice | (Glen Rice) |
| Smits | (Rik Smits) |
| Stackh | (Jerry Stackhouse) |
| Starks | (John Starks) |
| Webb | (Spud Webb) |
| Webber | (Chris Webber) |

Hidden Players

As with *NBA Jam* you can access a huge amount of secret characters, some of which are a tad bizarre! The name that you should enter is in boldface. The PIN number you need to enter is in blue.

Amrich (Dan Amrich) **2020**
 Bardo (Bardo) **6000**
 Carlos (Carlos Pesina) **1010**
 Daniel (Dan Thompson) **0604**
 Danr (Dan Roan) **0000**
 Divita (Sal Divita) **0201**
 Eddie (Eddie Ferrier) **6213**
 Eugene (Geer) **6767**
 Jamie (Jamie Rivett) **1000**
 Japple (Japple) **6660**
 JC (John Carlton) **0000**
 Jfer (Jennifer Hedrick) **0503**
 Jonhey (Jon Hey) **6000**
 Kombat (Ed Boon) **0004**
 Marty (Martinez) **1010**
 Mednik (Mednik) **6000**
 Minife (Minife) **6000**
 Morris (Air Morris) **6000**
 Mortal (John Tobias) **0004**
 Munday (Larry Munday) **5432**



Further secret codes

To enter the following codes, just enter the sequences below whenever the screen switches from team select, to

Tonight's Matchup. The cheat box should flash if you do them correctly.

Big Heads
 Hold Up, press Turbo and Pass at same time
 Huge Heads
 Up, Up, Pass, Turbo
 Shot Percentage On
 Rotate D-Pad clockwise starting with Up
 No Tag Arrow

Access secret play modes

The following codes are entered at the "Tonight's Matchup" screen. You use the Turbo button to control the first number, the Shoot button to control the second number, and the Pass button to control the third number.

It's much like the Kombat Codes on *MK Trilogy*.

025 — Baby Sized Players
 048 — No Music
 111 — Tournament Mode
 120 — Fast Passing
 273 — Stealth Turbo
 390 — No Pushing
 461 — Unlimited Turbo
 552 — Hyper Speed
 610 — No Codes Allowed
 616 — Block Power
 709 — Quick Hands
 802 — Maximum Power
 937 — Goal Tending



Left, Left, Pass, Turbo
 No Drift
 Down, Down, Shoot, Turbo
 No CPU Assistance
 Hold Right (on the D-Pad) and press Pass, Pass
 Rooftop Jam
 Hold Left, then press Turbo three times
 All-American Basketball
 Hold Right (on stick) and press shoot, turbo, pass

Random Team Select

To have your team selected for you, press Up and Turbo at the team select screen and there you go.

Change Rodman's hair colour

While at the team selection screen, go to the Chicago Bulls and press the PASS button to change the man's hair to different colours. **64**

Pilotwings 64

Excellent Flying sim, excellent cheats and of course an excellent cheat section!

Central Park in New York
Arctic Island — Deep inside the cave at the base of the waterfall. We suggest using the Jet-Pac to find these areas.

Find the Birdman Stars

To play as the birdman, fly through one of the special stars located on the following levels.

Holiday Island — Under the natural arch on the beach
Crescent Island — In a hidden cove on the beach
Little States Island — In

Get a perfect 100 on Jumble Hopper.

Jump between the building you start on and the building in front. You will notice a doorway on the building in front. Go through this into the Nintendo building and out of the other doorway. You are teleported to near to the end of the level. You can get top score of 100 every time. 64



Maybe it is worth collecting all those pesky challenge points in the awful Star Wars cash in!

Challenge Points

Collect all the challenge points on the Easy setting — during the game hold down the camera button for five seconds and you get the Leebo Scanner

Collect all the challenge points on the Medium setting and during the

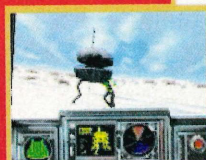
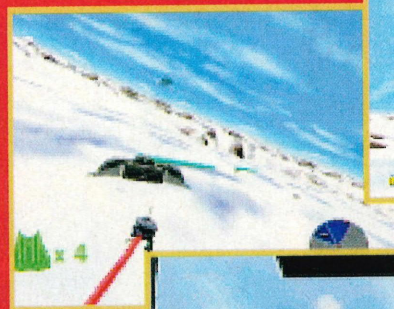
SkyHook Battle stage hold down the camera button for five seconds and you can fly as an X-WING. Hold down the button for another five seconds and you can fly as a TIE Fighter.

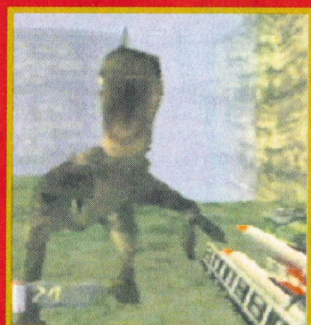
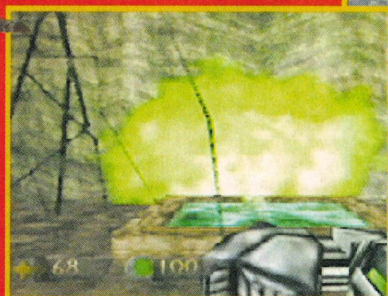
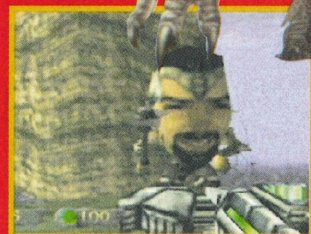
If you hold down the button for another five seconds after that, you'll go back to the Outrider. Collect all challenge points on Hard setting and in the game you get invincibility for 30 seconds and start with all weapons.

Collect all challenge points on Jedi setting and the Wampas in the "Escape from Echo Base" stage will follow you and attack your enemies.

64

Shadows of the Empire





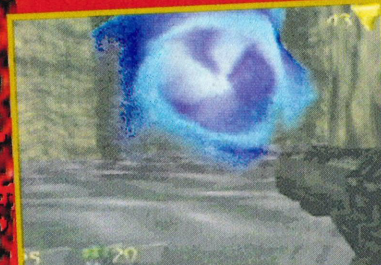
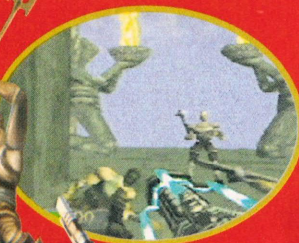
Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking. Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you!

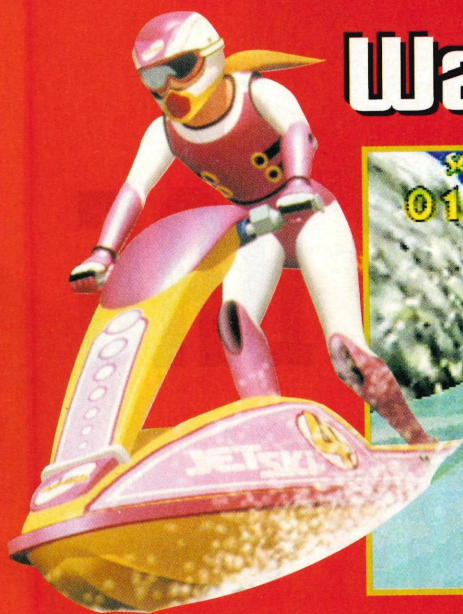
Here are some codes for *Turok* that you should enter at the cheats screen:

- DLKTDR — Pen and Ink Mode (black and white wireframes)
- SNFFRR — Disco Mode (strobe lights and dancing enemies)
- FRTHSTHTTRLSC — Infinite Lives
- THBST — Gallery (view, scale and rotate all 3D enemies)
- FDTHMGS — Show Credits
- THSSLKSCL — Spirit Mode (gives invincibility and slow moving enemies)
- CMGTSMGGTS — All Weapons

BLTSRRFRND — Unlimited Ammo for weapons

After you have entered one of the above cheats, you will be able to access a new option called "Cheat Menu." Enter this option and you can now select each cheat to be turned ON/OFF.





Wave Race 64



Ever Fancied riding on the back of a dolphin? Well here's your chance! Well, as long as you follow your words that is!

Reverse Tracks

To open up the "Reverse" mode, you must get a first place overall on the Expert level of difficulty. After that, a fourth option called Reverse will appear underneath Expert. You can now race backwards on the tracks.

Massive Scores

To rack up huge amount of points on the stunt courses, press the pause button as soon as you complete a stunt. If you do it right, all the sounds should stop except for the announcer's usual inane banter. Usually if you press pause at the exact moment you hit the water, you should be OK, but the idea is to press pause the instant the announcer starts wailing. If you do it right, you should get tons of a massive score for the easy tricks.



Use the Same Racer in Two-Player Mode

This cheat allows both players to have the same racer and the same outfit in the two player mode. First, use controller two to decide which racer you are going to use in the Vs. Mode, and make sure that the first player's cursor is on an adjacent racer. Press up on controller two and press Start to have player one's default colour. Then, on controller one, press right (or left) and Start at almost the same time. If you do this correctly, you can start the race with both players having the same outfit.

New Stunts

Double Flip Stunt:

First get some speed with the jet ski. When you are on the ramp, tap up at the top of the ramp and hold down to do your flip. Instead of making the character do one complete flip, hold the down button longer so he does another turn. If you do it

correctly he will land perfectly and ride on.

Helicopter Stunt:

This is a variation of the flip where you spin sideways. When you are on the ramp, turn sharply diagonal left-up or diagonal right-up, then hold down to do a sideways flip.

Helicopter into a Flip Stunt:

Do the helicopter stunt as listed above but hold the down button for longer. It will look like he does a helicopter move, but then he will rotate so he's in an upright position and does another flip.

Triple Flip:

You need a lot of speed and a lot of air to do this. Tap up at the top of the ramp and start doing the flip and hold down. You need a lot of speed for this one, so do not try to do any turns, as they will slow you down or stop you completely.

Dolphin Racer!

To be like that horrible kid in Flipper, follow these words. Select the Stunt Mode and play in Dolphin Park.



From there you need to go through all the rings and do all the stunts, (listed below), which include diving underneath the water from a ramp. If you did everything correctly, you'll hear the dolphin squeaking when you cross the finish line.

Dolphin Tricks

Handstand (off throttle — press down and up)
Spin, ie. "backwards ride" (off throttle — move stick clockwise)
Stand (off throttle — move stick counter-clockwise) + Somersault (hold down)
Roll left (off ramp — tap right and hold left)
Roll right (off ramp — tap left and hold right)
Flip (off ramp — hold up and then quickly press down)
Dive (off ramp — hold down and then quickly press up)

Now exit and select Championship Mode and then Warm Up.

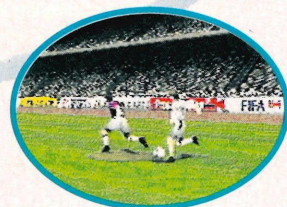
When selecting your character, hold down on the analog stick, and when you start, you'll be riding a dolphin.

Speed Burst

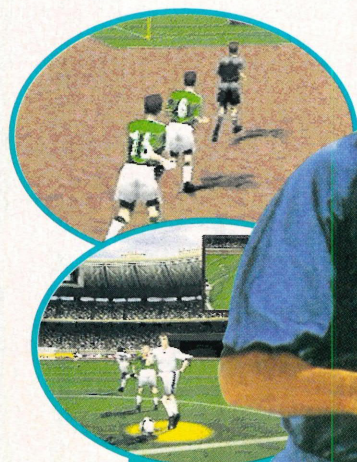
Try to press and hold down the gas button, right before the announcer says, "Go!" If you are successful, you will gain a perfect start. 64



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Question: Which of these is not an EA Sports title?

- a. Madden '97 b. FIFA 64
c. Bolton Wanderers '97 d. NBA Live '97

TIE BREAKER: If the initials FIFA didn't stand for 'Federation of International Football Association', they'd stand for... (in no more than 64 words please).

Competition Rules:

The closing date for this competition is June 10th 1997, on which date the winners will be drawn. The editor's decision is final and no correspondence will be entered into. The winners' names and tie-breakers will appear in a future issue of TOTAL 64. Sorry to sound so serious but we have to do all this stuff.

● **CLOSING DATE:** June 10th 1997

Send your entries on the back of a postcard, sealed down envelope or old football shirt, if you've got one spare, to:

FIFA Comp, TOTAL 64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

New name!

One of the main criticisms people have made about the Nintendo 64, is that it lacks any original titles and that the only games that are really any good are old SNES games, with new graphics. It's easy to see why anyone who hasn't actually played the games would think that — after all, most of the N64 games on sale at the moment have names that bare more than a passing resemblance to those of the 16-bit games of old. When these games were first released on the SNES, many of them were highly original software.



Same Game?



I'm sure nobody who owned games like *Starwing* will ever forget the first time they plugged it in, probably after days of searching for a shop that had one in stock! And as for the hours spent playing the battle mode on *Mario Kart* — well I'd rather not talk about the number of afternoons my friends and I were absent from college!

The Nintendo 64 is undoubtedly a superb console with the potential to support games the likes of which we've never seen before, so why are so few of these original titles appearing? It could be said that Nintendo are simply using well established names to ensure that their new machine appeals to SNES owners, but then surely those people are just as keen to see new and original games as the rest of the population is.

We've decided to examine five classic SNES games that are all due to be receiving the N64 treatment... Will they represent years of development since their original incarnations? Or will they be nothing more than their SNES counterparts, with a new lick of paint?



Starwing v Starfox 64

The original *Starwing* was probably one of the most eagerly awaited games ever to appear on the SNES. Its revolutionary graphics and gameplay ensured that everyone with a SNES wanted it. Although it was mission based and didn't actually allow you all that much freedom, there were several slightly differing routes you could take through each level, which gave you the feeling that you were totally in control.

Having other ships on your side was also a neat touch, although you could not really, well, interact with them in any way other than shooting them and

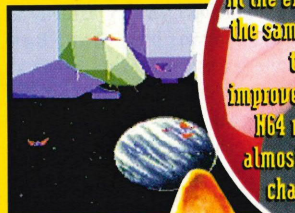
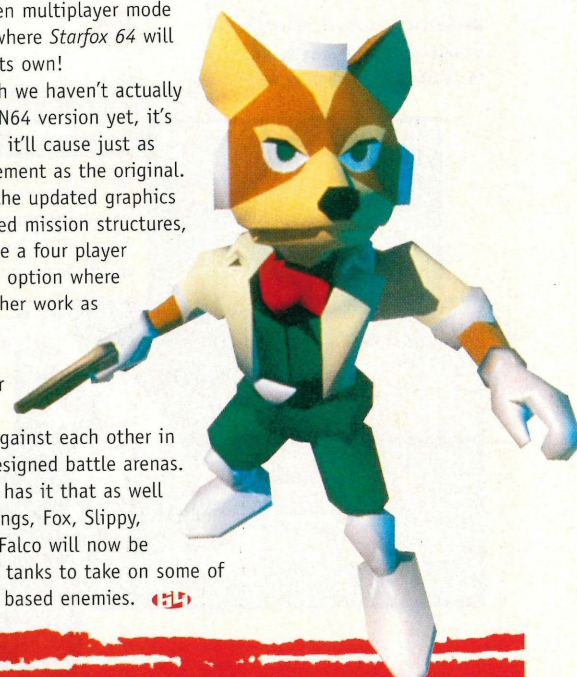
causing them to shout at you in some strange high pitched tongue. The one thing that was really missing was a split screen multiplayer mode and that's where *Starfox 64* will come into its own!

Although we haven't actually played the N64 version yet, it's looking like it'll cause just as much excitement as the original. As well as the updated graphics and improved mission structures, there will be a four player split screen option where you can either work as a team to complete missions, or engage in dogfights against each other in specially designed battle arenas.

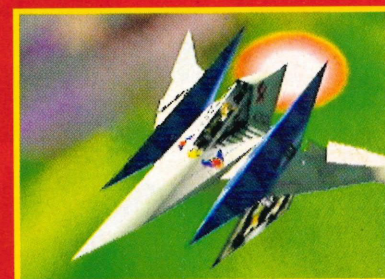
Rumour has it that as well as the Arwings, Fox, Slippy, Peppy and Falco will now be able to use tanks to take on some of the ground based enemies. **(E)**

Verdict:

At the end of the day it's still more of the same but with a game this good, there are only so many improvements that can be made! The N64 version of this classic will almost certainly reach no.1 in the charts and will undoubtedly deserve to.



▲ What's going on here? Landscapes with actual depth and perspective? Realistic skies?



▲ Where've all the blocky polygons gone?

Super Mario Kart 64



▼ The triumphant winners and that crazy floating fish – what gameplay concepts.

▲ Cute characters, addictive gameplay, kooky music and the ability to trash your mates.

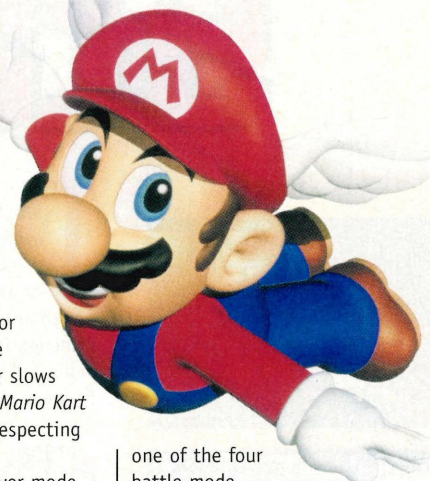


▼ Split screen action a go-go! Pile in round that corner there boys and mind the mushroom.



The SNES version of *Mario Kart* is, to this day, one of the most addictive multiplayer games around. Whoever first had the idea of sitting the Mario gang on go-karts and arming them with multi-coloured shells deserves to have a country named after them, or something. The graphics are superb and the action never slows down for a second, making *Mario Kart* a must-have for every self respecting SNES owner in the land.

It's great fun in one player mode but when you plug in that all important second pad the game really comes into its own. Racing your way through the incredibly varied tracks will always be more fun against a mate than against the computer — and then when you lose you can get your own back on



one of the four battle mode courses, where red shells are the order of the day.

The N64 version might appear a little disappointing at first glance because it's so similar to the original but after a few hours of play you'll realise that the improvements Nintendo have made are actually well worth the asking price. Firstly there are the tracks themselves, which are now much bigger and a lot less two dimensional. These range from the usual beach and snow courses to an exciting new motorway course — which comes complete with traffic!

Verdict:

Basically if you liked the original, you'll absolutely love this because it's got everything the SNES version ever had — and lots, lots more. And if you've never played *Mario Kart* before, then you're in for an even bigger treat when the June release date arrives!



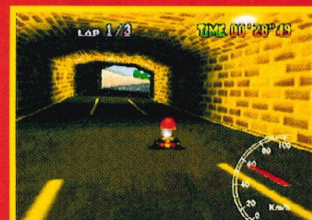
▲ Better graphics, improved sounds, slick play and a four way split screen — just superb!

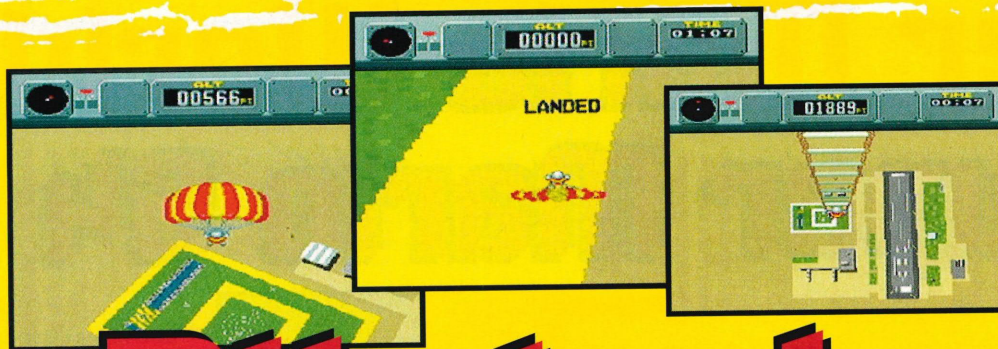


▲ Skidding about in the snow, what fun! And cutie Kinopio is still number one — so there.



▲ Wooh! You certainly didn't get anything like this Blackpool beach meets trippy disco section before!





▲ So the ground is flat, the craft look pretty poor and the fonts are Spectrum-ish. It was cool then, ok!

Pilotwings Pilotwings 64

The original *Pilotwings* never appealed to me very much. It was an original concept but I found the whole thing rather slow and laborious to play. I'm sure that it did very well and that there will be thousands of you out there who have been dying to relive your 16-bit memories on your new black box — but I'm sorry to say that I took a bit of persuading to even try out *Pilotwings 64*.

How wrong I was; the mission objectives are now much more varied and the 64 bit graphics are really quite stunning. I'm not sure exactly how many different craft/modes of air travel were available in

Verdict:

Pilotwings 64 is a vast improvement and sits proudly next to *Mario 64* in my own collection. I'd recommend that any of you who haven't seen this game should make the effort to try it out. It's like nothing else — the perfect game to accompany *Mario* when you invite your mates round to show off.

the SNES version but by the time you've earned all of the bonuses in the new version you'd be hard pushed to come up with many that haven't been included (or at least any that would be quite as much fun to fly with!).

Even the Birdman bonus levels, which don't really have any mission objectives, are great fun.

You'll find yourself playing these for hours on end as you do nothing but explore the island and try to find even more of the elusive hidden areas. Marvellous.



▲ Compare and contrast — flat green plains versus incredible varied terrain.



▼ Playing at Birdman gives you the ideal opportunity to relax and take in the beautiful scenery — it's well worth cruising.



▼ The PW64 island is a funny place, full of pretty buildings, floating rings and giant balloons — why not take a few snaps.



Super Mario World

✓ Super Mario 64



▼ Bear in mind that these graphics were spectacular back then. Can't manage it? No, neither can I now!



▲ Give him credit mind, he wasn't a bad leaper for a squat little fellow.

Verdict:

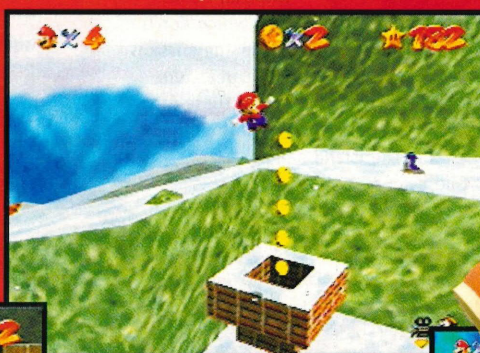
Most of you reading this will already have played *Mario* and so will know that we're only comparing this to *Mario World* on the SNES for the sake of completeness. This is, without a shadow of a doubt, one of the greatest computer games ever. No self-respecting N64 owner should be without it – this isn't just a computer game, this is history in the making!

Mario games have followed the same tried and tested formula ever since they appeared on the NES, but when *Super Mario World* appeared on the SNES, it took the console market by storm. The gameplay was essentially the same but the graphics and level designs were vastly improved. With all of the usual secret levels and alternative

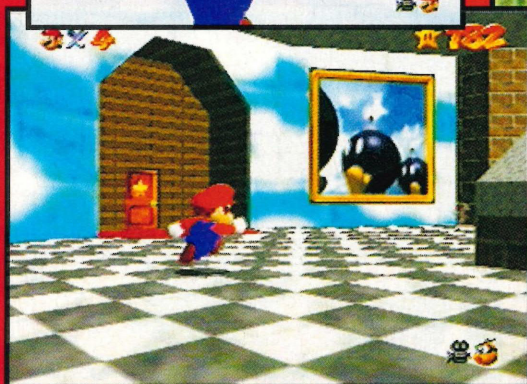
routes to the end of the game, this was by far Mario's biggest adventure yet... until now!

Mario 64 sees our hero venturing into a real time 3D world, with an adventure ahead of him that shows off the N64 better than any other game to date. The gameplay is essentially very similar but the addition of the third dimension makes for a completely new gaming experience. With 120 stars to collect, including plenty of well hidden ones, you can bet that you'll be playing

this well into the early hours for weeks to come. All of the usual Mario characters are present, along with plenty of new ones who'll be doing their best to hinder your progress. The only thing really missing from this latest incarnation are the levels where you get to ride on Yoshi but even he makes an appearance, if you manage to complete the game with all 120 stars in your possession. **ED**



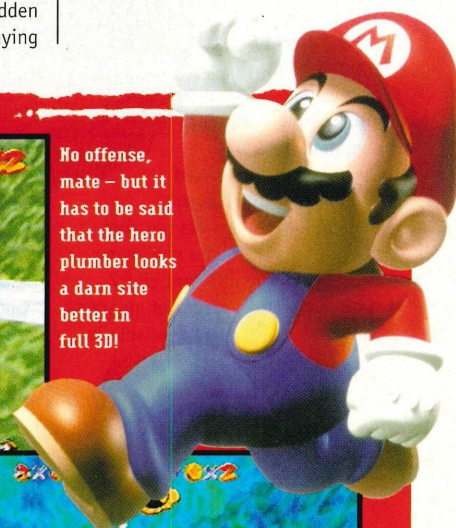
No offense, mate – but it has to be said that the hero plumber looks a darn site better in full 3D!



▲ Loads a lovely dosh! Collecting coins in 3D is far more fun – and a lot harder as well. Mind how you jump!



▲ Under the sea, under the sea... the swirling bubbles and swirling camera angles can only be described as bootiful!





Legend of Zelda V Zelda 64

After a couple of outings on the NES, Link's third adventure, *A Link to the Past*, saw him taking centre stage on the SNES. This was the biggest Zelda game yet and the 16-bit graphics were a vast improvement over those on the NES.

As with other Zelda titles the main objective was to rescue the Princess Zelda, who apparently gets kidnapped for a living. Your rescue mission took place in the land of Hyrule, where most of the inhabitants were more than happy to help you along with cryptic clues and riddles. As you progressed through the game you had to defeat several bosses, all of which were hidden deep inside their own castle.

Then — as if the game wasn't big enough already — you would find out, towards what you believed to be the end of the entire quest, that the land of Hyrule also exists in a parallel dimension known as the 'Dark World'. Disguised as

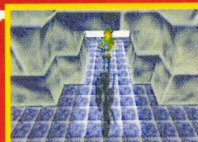
a rabbit you then had to complete various tasks in this new land, which was almost as big as the first!

This was, in my opinion, the greatest RPG of its time and would still come extremely high up on the list if it were to be released today. The game was totally absorbing, to the point that players would lose entire weeks of their lives in the real world whilst playing it. So how is the 64 version going to match such gameplay?

Unfortunately very little is known about *Zelda 64* at the moment, nobody even seems sure whether it will be a cartridge, double D disk or both! One thing that's certain though is that Nintendo aren't about to let one of their most prominent characters appear in

a game that is anything less than plain outstanding and by the looks of the screenshots we


▼ Living in a cabbage was all the rage then.



▼ Hmm, I'm sure we met before... but you were a little... flatter.



▲ Who could resist showing off their chopping action on a backdrop this good?

have seen, everything's going to plan at Zelda HQ. 

Despite the fact that the SNES definitely tasted better, there can really only be one winner. The 64-bit monster that is...
The Nintendo 64!

Verdict:

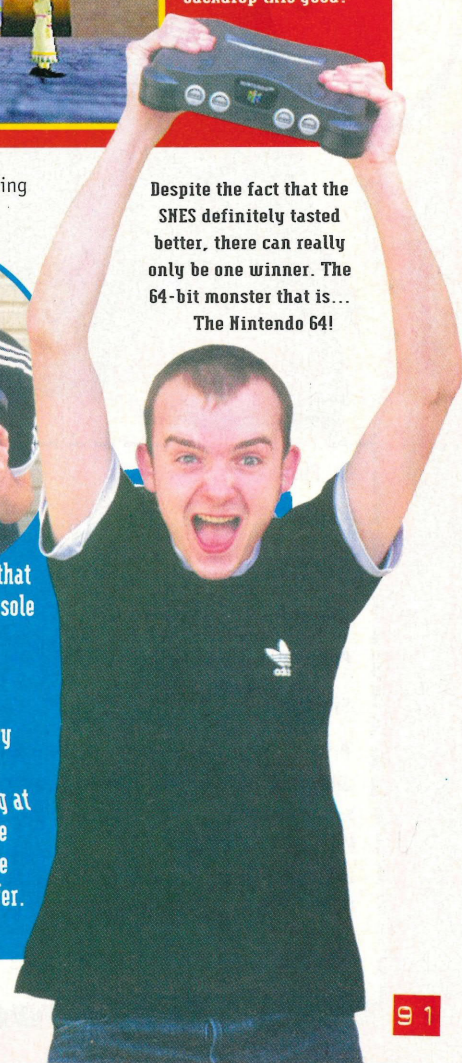
Nobody's actually played the game yet so we'll leave it up to you to decide whether or not you think this release will justify it's billing as the greatest Zelda adventure ever. But I'd say that judging by the quality of the screenshots we're all in for a bit of a treat when it finally gets here.

Overall Verdict:

If we were to judge this purely on the games we've examined, then I'm sure it would be obvious to everyone that the N64 is a lot more than a tarted up SNES, as some critics have claimed. It is quite simply the best games console on the planet right now and anyone that says different has either been playing all the wrong games or hasn't actually played an N64 themselves.

There are however, a lot of games being released that don't do justice to the system. Without mentioning names, there are far too many titles coming out that are almost identical to their 16-bit predecessors in every area except the graphics.

These titles are being rushed out to take advantage of the game shortage which N64 owners are experiencing at the moment, and deserve to be ignored by all but the most desperate console owners. Anyone who's played the updated versions of the Nintendo classics we've looked at should rest safe in the knowledge, that there will be plenty more to follow, — and in the meantime not be tempted into buying any of the more dubious titles on offer. Long live the Nintendo 64! **64**



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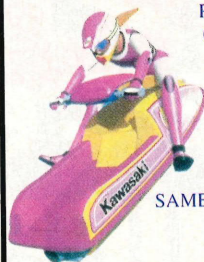
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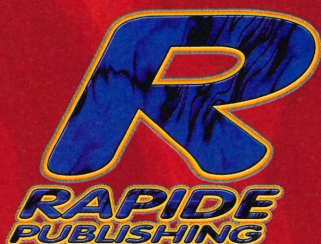
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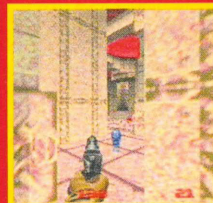
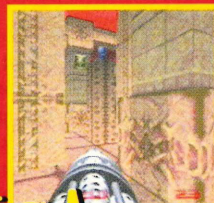
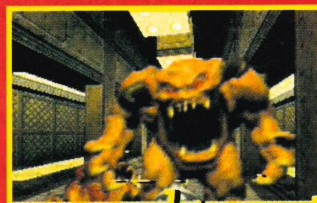
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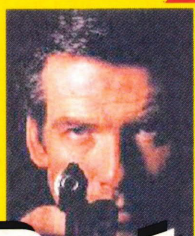
Doom 64

It's monster crushin' time!

Previewed!

GoldenEye 007

The name's Bond, innit?



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Quality not Quantity!

This would appear to be the current order of the day, forced upon N64 owners by a dearth of software. However, fear not, the chances of your buying a game and feeling disappointed have been virtually eliminated. No longer will you have to wade through a plethora of sub-standard software to find the quality titles...



Like many of you, I am a defector from the world of the PlayStation — only a few weeks ago, I was desperately trying to defend my grey box against those who were criticising its capabilities. But I have seen the light and accepted the undeniable fact that the Nintendo 64 is the console of the future — leaving the 32-bit systems to fill the pages of a history book.

For me the decision was made as soon as I played *Wave Race 64* which, like most N64 games, is a completely original and quite superb piece of software. As our feature this issue has established, the fact that a lot of N64 games are sequels to SNES games is neither here nor there — they are all outstanding games in their own right and should be regarded as such.

Your friends with 32-bit machines will no doubt use the argument about there being a lot more games available for their machine — well there are plenty of games available for the Sega Master System but that doesn't mean that I want one! Forget about the quantity of releases and take a look at the quality of the games you're playing. And remember, Rome wasn't built in a day — you've got plenty of superb games to look forward to, so savour that mouthwatering fact...

signing off

Justin



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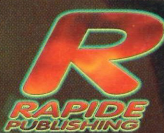


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